IMPERIAL ARMOUR™

INDEX: FORCES OF THE ADEPTUS ASTARTES

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INDEX: FORCES OF THE ADEPTUS ASTARTES

Forge World®

WARHAMMER 40,000®

CONTENTS

Introduction 4
Additional Rules 4
Datasheets 5

Adeptus Astartes Battle Armour 6
Deimos Pattern Relic Predator 7
Deimos Pattern Vindicator Laser Destroyer 8
Infernum Pattern Razorback 8
Relic Land Raider Proteus 9
Land Raider Helios 10
Land Raider Prometheus 11
Land Raider Achilles 12
Relic Sicaran Battle Tank 13
Relic Sicaran Venator Tank Destroyer 14
Relic Sicaran Punisher Assault Tank 15

Adeptus Astartes Heavy Armour 16
Relic Spartan Assault Tank 17
Relic Typhon Heavy Siege Tank 18
Relic Cerberus Heavy Tank Destroyer 19
Relic Fellblade Super-heavy Tank 20
Relic Falchion Super-heavy Tank Destroyer 21
Relic Mastodon Super-heavy Siege Transport 22

Adeptus Astartes Dreadnoughts 23
Mortis Dreadnought 24
Siege Dreadnought 25
Contemptor Mortis Dreadnought 26
Chaplain Venerable Dreadnought 27
Relic Contemptor Dreadnought 28
Relic Deredeo Dreadnought 29
Relic Leviathan Dreadnought 30

Adeptus Astartes Strike Craft 31
Land Speeder Tempest 32
Relic Javelin Attack Speeder 32
Xiphon Interceptor 33
Storm Eagle Assault Gunship 34
Storm Eagle Assault Gunship – ROC Pattern 35
Fire Raptor Assault Gunship 36
Caestus Assault Ram 37
Thunderhawk Assault Gunship 38
Thunderhawk Transporter 39
Sokar Pattern Stormbird 40

Adeptus Astartes Battlefield Support 41
Damocles Command Rhino 42
Whirlwind Hyperios 42
Relic Whirlwind Scorpius 43
Rapier Carrier 43
Tarantula Sentry Gun 44
Tarantula Air Defence Battery 44
Lucius Pattern Dreadnought Drop Pod 45
Deathstorm Drop Pod 45
Castellum Stronghold 46

War Machines of the Grey Knights, The Inquisition & Adepta Sororitas 49
Grey Knights Vortimer Pattern Razorback 50
Grey Knights Doomglaive Pattern Dreadnought 50
Grey Knights Vortimer Pattern Land Raider Redeemer 51
Grey Knights Thunderhawk Assault Gunship 52
Inquisition Land Raider Prometheus 53
Sororitas Repressor 54

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Imperial Armour Character Appendix.....55
Lord High Commander Carab Culln 56
Lugft Huron, The Tyrant of Badab 56
Armenneus Valthex.....57
Captain Corien Sumatris.....57
Arch-Centurion Carnac Commodus.....58
Lord Asterion Moloc.....58
Chaplain Ivanus Enkomi 59
Magistus Sevrin Loth 59
Tyberos the Red Wake 60
Chaplain Dreadnought Titus 60
Lieutenant Commander Anton Narvaez.....61
Captain Tarnus Vale 61
Lias Issodon.....62
Malakim Phoros 62
Captain Mordaci Blaylock.....63
Captain Pellas Mir'san.....63
Bray'arth Ashmantle.....64
Harath Shen.....64
Ahazra Redth 65
High Chaplain Thulsa Kane 65
Captain Silas Alberec 66
Knight-Captain Elam Courbray 66
Vaylund Cal.....67
Captain Zhrukhal Androcles 67
Inquisitor-Lord Hector Rex 68
Inquisitor-Lord Solomon Lok.....68
Hecaton Aiakos.....69

Appendices 70
Adeptus Astartes Points Values 71
Adeptus Astartes Battle Armour.....71
Adeptus Astartes Heavy Armour.....71
Adeptus Astartes Dreadnoughts 71
Adeptus Astartes Strike Craft.....71
Adeptus Astartes Battlefield Support 71
Imperial Armour Character Appendix.....72
Adeptus Astartes Ranged Weapons.....72
Adeptus Astartes Melee Weapons.....73
Adeptus Astartes Auxiliary Equipment 73
Grey Knights, Inquisition & Sisters of Battle Points Values.....74
War Machines of the Grey Knights, Inquisition & Sisters of Battle ..74
Grey Knights & Inquisition Ranged Weapons.....74
Sisters of Battle Ranged Weapons.....74
Grey Knights & Inquisition Melee Weapons.....74
Sisters of Battle Melee Weapons.....74
Adeptus Astartes Wargear 75
Adeptus Astartes Ranged Weapons.....75
Adeptus Astartes Melee Weapons.....78
Grey Knights, Inquisition & Sisters of Battle Wargear 80
Grey Knights, Inquisition & Sisters of Battle Ranged Weapons 80
Grey Knights, Inquisition & Sisters of Battle Melee Weapons.....80

INTRODUCTION

Welcome to *Imperial Armour – Index: Forces of the Adeptus Astartes*. This book is designed to update the rules for Forge World's current and recent ranges of models for use with the latest incarnation of the Warhammer 40,000 game. Inside you will find rules for Forge World's Space Marines, Grey Knights, Inquisition and Sisters of Battle units, including ancient relics from the age of the Horus Heresy for your Adeptus Astartes forces, as well as revisiting characters from Forge World's Badab Wars campaign.

This book and its contents are fully compatible with *Warhammer 40,000 – Index: Imperium 1* and *Warhammer 40,000 – Index: Imperium 2*, expanding on the range of datasheets to be found there and contain all the information which you will need to field your Forge World models in the new edition of the Warhammer 40,000 game. Also included are both Power Ratings and an appendix for their use in Battle-forged armies.

You will need copies of the *Warhammer 40,000* rulebook, *Warhammer 40,000 – Index: Imperium 1* and *Warhammer 40,000 – Index: Imperium 2* to make full use of this book and its contents.

ADDITIONAL RULES

While the majority of the rules found within this book should be familiar to you from *Warhammer 40,000 – Index: Imperium 1* and the *Warhammer 40,000* rulebook, owing to the sheer size and scale of some of the units we produce, we've had to create certain new overarching rules to encompass them, which you can find detailed here:

MACRO WEAPONS

This is an additional weapon type to the five types presented in the main *Warhammer 40,000* rulebook. Macro weapons are truly gigantic in proportion, often the size of armoured vehicles in their own right in many cases. Such mighty weapons are unwieldy and only able to be mounted on the largest of war engines such as Titans, but their power is enough to annihilate the most well-protected target and is particularly effective against fortifications and the largest war machines, against which their power can be fully spent.

A model armed with a Macro weapon may not fire it if it has moved previously in the turn, unless the firing unit also has the **TITANIC** keyword. No Macro weapon may be used to make Overwatch attacks. When used against units with the **TITANIC** or **BUILDING** keyword, the damage inflicted by a Macro weapon is doubled (this doubling takes place after any randomised damage has been rolled for).

RELIC

If your army is Battle-forged, no Detachment may contain more **RELIC** units than it does non-**RELIC** units of the same battlefield role.

In addition, as long as a Battle-forged army includes at least one **RELIC** unit, you gain access to the following Stratagem:

2CP

RELIC OF ANCIENT GLORY

Stratagem

This Stratagem is used at the beginning of your Fight phase. Choose a single friendly **RELIC** unit, all friendly **ADEPTUS ASTARTES** models within 6" of the chosen **RELIC** unit may re-roll the first failed hit roll of that phase.

4

DATASHEETS

1. Battlefield Role

This is typically used when making a Battle-forged army.

2. Power Rating

The higher this is, the more powerful the unit! You can determine the Power Level of your entire army by adding up the Power Ratings of all the units in your army.

3. Unit Name

Models move and fight in units, which can have one or more models. Here you'll find the name of the unit.

4. Profiles

These contain the following characteristics that tell you how mighty the models in the unit are:

Move (M): This is the speed at which a model moves across the battlefield.

Weapon Skill (WS): This tells you a model's skill at hand-to-hand fighting. If a model has a Weapon Skill of '-', it is unable to fight in melee and cannot make close combat attacks at all.

Ballistic Skill (BS): This shows how accurate a model is when shooting with ranged weapons. If a model has a Ballistic Skill of '-', it has no proficiency with ranged weapons and cannot make shooting attacks at all.

Strength (S): This indicates how strong a model is and how likely it is to inflict damage in hand-to-hand combat.

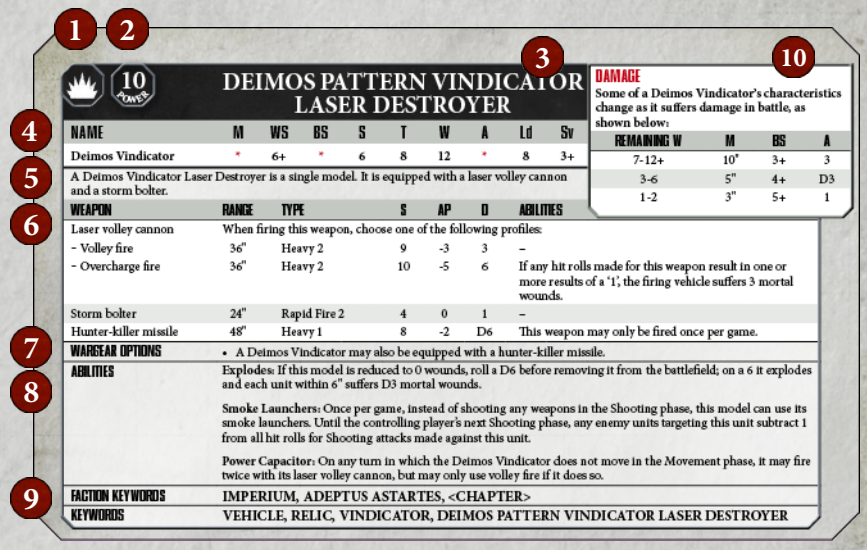
Toughness (T): This reflects the model's resilience against physical harm.

Wounds (W): Wounds show how much damage a model can sustain before it succumbs to its injuries.

Attacks (A): This tells you how many times a model can strike blows in hand-to-hand combat.

Leadership (Ld): This reveals how courageous, determined or self-controlled a model is.

Save (Sv): This indicates the protection a model's armour gives.



5. Unit Composition & Wargear

This tells you what models are in the unit and covers the basic weapons and equipment the models are armed with.

6. Weapons

The weapons that a unit comes equipped with are described using a set of characteristics as follows:

Range: How far the weapon can shoot. Weapons with a range of 'Melee' can only be used in hand-to-hand combat. All other weapons are referred to as ranged weapons.

Type: These are all explained under the Shooting and Fight phases of the core rules.

Strength (S): How likely the weapon is to inflict damage. If a weapon's Strength lists 'User', it is equal to the wielder's current Strength. If a weapon lists a modifier such as '+1' or 'x2', you should modify the user's current Strength characteristic as shown to determine the weapon's Strength. For example, if a weapon's Strength was 'x2', and the user had a Strength characteristic of 6, that weapon has Strength 12.

Armour Penetration (AP): How good it is at getting through armour.

Damage (D): The amount of damage inflicted by a successful hit.

7. Wargear Options

Some units have a number of choices as to which gear they take into battle – this section describes these options. Weapons which a unit may take as an optional choice are typically described in the Appendices.

8. Abilities

Many units have exciting special abilities that are not covered by the core rules; these will be described here.

9. Keywords

All datasheets have a list of keywords, sometimes separated into Faction keywords and other keywords. The former can be used as a guide to help decide which models to include in your army, but otherwise, both sets of keywords are functionally the same. Sometimes a rule will say that it applies to models that have a specific keyword. For example, a rule might say that it applies to 'all **ORKS** models'. This means it would only apply to models that have the **ORKS** keyword on their datasheet.

10. Damage

Some large models' characteristics can change as the model suffers damage, these characteristics are indicated with the '*' symbol instead of a number – here you will find a table that details how these characteristics change as wounds are lost. To determine the characteristics of a model with a Damage table, check the model's remaining wounds and consult the appropriate row of the chart on their datasheet. Not all units have Damage tables. If one is not included on a datasheet then that unit's characteristics do not change as it loses wounds.

ADEPTUS ASTARTES
BATTLE ARMOUR

11 DEIMOS PATTERN RELIC PREDATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deimos Predator	*	6+	*	6	7	12	*	8	3+

A Deimos Predator is a single model. It is equipped with a plasma destroyer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per game.
Infernus cannon	8"	Heavy 2D6	5	-1	2	This weapon hits its target automatically.
Magna-melta cannon	24"	Heavy D3	10	-4	D6	If the target of an attack by this weapon is within half range, roll an additional dice when inflicting damage and discard the lowest result.
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target, increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.
Plasma destroyer	36"	Heavy 2D3	7	-3	2	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Predator autocannon	48"	Heavy 2D3	7	-1	3	–
Lascannon	48"	Heavy 1	9	-3	D6	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.

WARGEAR OPTIONS

- A Deimos Predator may replace its plasma destroyer with any one of the following weapons:
  - Magna-melta cannon
  - C-beam cannon
  - Infernus cannon
  - Predator autocannon
  - Twin lascannon
- A Deimos Predator may also be equipped with either two heavy bolters, two lascannon or two heavy flamers.
- A Deimos Predator may also be equipped with a storm bolter.
- A Deimos Predator may also be equipped with a hunter-killer missile.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, RELIC, PREDATOR, DEIMOS PATTERN RELIC PREDATOR

DAMAGE

Some of a Deimos Predator's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
7-12+	12"	3+	3
3-6	6"	4+	D3
1-2	3"	5+	1

DEIMOS PATTERN VINDICATOR LASER DESTROYER

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deimos Vindicator	*	6+	*	6	8	12	*	8	3+

A Deimos Vindicator Laser Destroyer is a single model. It is equipped with a laser volley cannon and a storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laser volley cannon	When firing this weapon, choose one of the following profiles:					
- Volley fire	36"	Heavy 2	9	-3	3	–
- Overcharge fire	36"	Heavy 2	10	-5	6	If any hit rolls made for this weapon result in one or more results of a '1', the firing vehicle suffers 3 mortal wounds.
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon may only be fired once per game.

WARGEAR OPTIONS

- A Deimos Vindicator may also be equipped with a hunter-killer missile.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Power Capacitor: On any turn in which the Deimos Vindicator does not move in the Movement phase, it may fire twice with its laser volley cannon, but may only use volley fire if it does so.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, RELIC, VINDICATOR, DEIMOS PATTERN VINDICATOR LASER DESTROYER

DAMAGE

Some of a Deimos Vindicator's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
7-12+	10"	3+	3
3-6	5"	4+	D3
1-2	3"	5+	1

INFERNUM PATTERN RAZORBACK

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Infernum Razorback	*	6+	*	6	7	10	*	8	3+

An Infernum Pattern Razorback is a single model. It is equipped with a multi-melta.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per game.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

WARGEAR OPTIONS

- A Infernum Pattern Razorback may take a hunter-killer missile.
- A Infernum Pattern Razorback may also be equipped with a storm bolter.

TRANSPORT

This model can transport 6 **<CHAPTER> INFANTRY** models. It cannot transport **JUMP PACK**, **TERMINATOR**, **PRIMARIS** or **CENTURION** models.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, TRANSPORT, RAZORBACK, INFERNUM PATTERN RAZORBACK

DAMAGE

Some of an Infernum Pattern Razorback's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
6-10+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

20 RELIC LAND RAIDER PROTEUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Proteus	*	6+	*	8	8	16	*	9	2+

A Relic Land Raider Proteus is a single model. It is equipped with two twin lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per game.

WARGEAR OPTIONS

- A Relic Land Raider Proteus may choose to take the Explorator Augury Web or Heavy Armour ability. If either of these options is selected, then the number of models that the Proteus may transport is reduced to 6.
- A Relic Land Raider Proteus may take one of the following options:
  - Heavy bolter
  - Multi-melta
  - Twin heavy bolter
  - Twin heavy flamer
- A Relic Land Raider Proteus may also be equipped with a hunter-killer missile.
- A Relic Land Raider Proteus may also be equipped with a storm bolter.

TRANSPORT

This model can transport 10 **<CHAPTER> INFANTRY** models. Each **TERMINATOR** or **JUMP PACK** model takes up the space of two other models, and each **CENTURION** model takes up the space of three models. It cannot transport **PRIMARIS** models.

ABILITIES

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Explorator Augury Web: Enemy units opting to deploy using abilities during the battle which allow them to deploy outside their normal deployment zone (such as via teleportation, grav-shute insertion, etc) may not do so within 12" of a Relic Land Raider Proteus.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, TRANSPORT, RELIC, LAND RAIDER, RELIC LAND RAIDER PROTEUS

DAMAGE

Some of a Relic Land Raider Proteus' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

20 LAND RAIDER HELIOS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Helios	*	6+	*	8	8	16	*	9	2+

A Land Raider Helios is a single model. It is equipped with a helios launcher and two twin lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Helios launcher	72"	Heavy 2D6	7	-1	1	This weapon can target units that are not visible to the bearer.
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per game.

WARGEAR OPTIONS

- A Land Raider Helios may also be equipped with a hunter-killer missile.
- A Land Raider Helios may also be equipped with a storm bolter.

TRANSPORT

This model can transport 6 **<CHAPTER> INFANTRY** models. Each **TERMINATOR** or **JUMP PACK** model takes up the space of two other models, and each **CENTURION** takes up the space of three other models. It cannot transport **PRIMARIS** models.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER HELIOS

DAMAGE

Some of a Land Raider Helios' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
8-16+	10"	3+	6
4-7	5"	4+	D6
1-3	3"	5+	1

20 LAND RAIDER PROMETHEUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Prometheus	*	6+	*	8	8	16	*	9	2+

A Land Raider Prometheus is a single model. It is equipped with two quad heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Quad heavy bolter	36"	Heavy 12	5	-1	1	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per game.

WARGEAR OPTIONS

- A Land Raider Prometheus may be equipped with a hunter-killer missile.
- A Land Raider Prometheus may be equipped with a storm bolter.
- A Land Raider Prometheus may be equipped with a multi-melta.

TRANSPORT

This model can transport 10 **<CHAPTER> INFANTRY** models (each **TERMINATOR**, or **JUMP PACK** model takes up the space of two other models, and each **CENTURION** model takes up the space of three models. It cannot transport **PRIMARIS** models.

ABILITIES

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds.

Battle Auspex: Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by a unit with this ability.

Command Relay: While your army's Warlord is embarked within this model, one Stratagem played in a turn by the controlling player costs one fewer Command point than normal (to a minimum of 1).

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER PROMETHEUS

DAMAGE

Some of a Land Raider Prometheus' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

21 LAND RAIDER ACHILLES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Achilles	*	**6+**	*	**8**	**8**	**19**	*	**9**	**2+**

A Land Raider Achilles is a single model. It is equipped with one quad launcher and two twin multi-meltas.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Quad launcher	When firing this weapon, select one of the two profiles below:					
- Shatter shells	24"	Heavy 4	8	-2	3	–
- Thunderfire shells	60"	Heavy 4D3	5	0	1	This weapon can target units not visible to the firing model.
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per game.

WARGEAR OPTIONS

- A Land Raider Achilles may also be equipped with a hunter-killer missile and/or a storm bolter.

TRANSPORT

This model can transport 6 **<CHAPTER> INFANTRY** models (each **TERMINATOR** and **JUMP PACK** model takes up the space of two other models, and each **CENTURION** takes up the space of three other models). This model may not transport **PRIMARIS** models.

ABILITIES

Inviolate Armour: This model has a 4+ invulnerable save.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, TRANSPORT, LAND RAIDER, LAND RAIDER ACHILLES

DAMAGE

Some of a Land Raider Achilles' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
10-19+	10"	3+	6
5-9	5"	4+	D6
1-4	3"	5+	1

14 RELIC SICARAN BATTLE TANK

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Sicaran	*	**6+**	*	**6**	**7**	**14**	*	**8**	**3+**

A Relic Sicaran Battle Tank is a single model. It is equipped with twin accelerator autocannon and a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin accelerator autocannon	48"	Assault 8	7	-1	2	Attacks made with this weapon suffer no penalty to its hit roll when targeting units with the **FLY** keyword. In addition, every wound roll of 6+ made with this weapon increases the AP of that individual wound to -3.
Lascannon	48"	Heavy 1	9	-3	D6	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per game.

WARGEAR OPTIONS

- A Relic Sicaran may also be equipped with either two heavy bolters or two lascannon.
- A Relic Sicaran may also be equipped with a hunter-killer missile.
- A Relic Sicaran may also be equipped with a storm bolter.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, RELIC, RELIC SICARAN BATTLE TANK

DAMAGE

Some of a Relic Sicaran's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
7-14+	14"	3+	4
3-6	10"	4+	3
1-2	8"	5+	2

15 RELIC SICARAN VENATOR TANK DESTROYER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Sicaran Venator	*	6+	*	6	7	14	*	8	3+

A Relic Sicaran Venator Battle Tank is a single model. It is equipped with a neutron laser cannon and a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Neutron pulse cannon	48"	Heavy 3	12	-4	D6	Any **VEHICLE** which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting phase until the end of its controlling player's next turn.
Lascannon	48"	Heavy 1	9	-3	D6	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per game.

WARGEAR OPTIONS

- A Relic Sicaran Venator may also be equipped with either two heavy bolters or two lascannon.
- A Relic Sicaran Venator may also be equipped with a hunter-killer missile.
- A Relic Sicaran Venator may also be equipped with a storm bolter.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Gyro-stabilised Mounting: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, RELIC, RELIC SICARAN VENATOR TANK DESTROYER

DAMAGE

Some of a Relic Sicaran Venator's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
7-14+	14"	3+	4
3-6	10"	4+	3
1-2	8"	5+	2

14 RELIC SICARAN PUNISHER ASSAULT TANK

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Sicaran Punisher	*	6+	*	6	7	14	*	8	3+

A Relic Sicaran Punisher is a single model. It is equipped with a punisher rotary cannon and a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Punisher rotary cannon	36"	Heavy 18	5	-1	1	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Lascannon	48"	Heavy 1	9	-3	D6	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon may only be fired once per game.

WARGEAR OPTIONS

- A Relic Sicaran Punisher may also be equipped with either two heavy bolters or two lascannon.
- A Relic Sicaran Punisher may also be equipped with a hunter-killer missile and/or a storm bolter.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds.

Rolling Thunder: If the Sicaran Punisher does not move or Advance in the Movement phase, it may re-roll all failed hit rolls of '1' for the Punisher rotary cannon in the Shooting phase of that turn.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, RELIC, RELIC SICARAN PUNISHER ASSAULT TANK

DAMAGE

Some of a Relic Sicaran Punisher's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
7-14+	14"	3+	4
3-6	10"	4+	3
1-2	8"	5+	2

ADEPTUS ASTARTES
HEAVY ARMOUR

RELIC SPARTAN ASSAULT TANK

23 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Spartan	*	5+	*	8	8	20	*	9	2+

A Relic Spartan is a single model. It is equipped with a twin heavy bolter, two quad lascannon and crushing tracks.

DAMAGE

Some of a Relic Spartan's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
12-20+	10"	3+	8
6-11	5"	4+	D6
1-5	3"	5+	D3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2	D3	–
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Quad lascannon	48"	Heavy 4	9	-3	D6	–
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.
Heavy bolter	36"	Heavy 3	5	-1	1	–
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.

WARGEAR OPTIONS

- A Relic Spartan may replace its quad lascannon with laser destroyers.
- A Relic Spartan may replace its twin heavy bolter with a twin heavy flamer.
- A Relic Spartan may also be equipped with one of the following:
  - Heavy bolter
  - Heavy flamer
  - Multi-melta
  - Storm bolter

TRANSPORT

This model can transport 25 <**CHAPTER**> **INFANTRY** models (each **TERMINATOR** and **JUMP PACK** model takes up the space of two other models, and each **CENTURION** takes up the space of three other models). It cannot transport **PRIMARIS** models.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Steel Behemoth: This model may Fall Back in the Movement phase and still shoot and/or charge during the controlling player's turn. It may fire its weapons if enemy units are within 1" of it. In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: TITANIC, VEHICLE, TRANSPORT, RELIC, RELIC SPARTAN ASSAULT TANK

RELIC TYPHON HEAVY SIEGE TANK

27 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Typhon	*	5+	*	8	9	22	*	9	2+

A Relic Typhon is a single model. It is equipped with a dreadhammer siege cannon and crushing tracks.

DAMAGE

Some of a Relic Typhon's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
17-22+	10"	3+	8
6-16	5"	4+	6
1-5	3"	5+	D3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2	D3	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Lascannon	48"	Heavy 1	9	-3	D6	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Dreadhammer siege cannon	24"	Heavy 2D6	10	-5	3	If the Relic Typhon does not move in the Movement phase, then the range of this weapon is increased to 48" for the duration of the current turn.

WARGEAR OPTIONS

- A Relic Typhon may take either two lascannon or two heavy bolters.
- A Relic Typhon may also be equipped with one of the following additional weapons:
  - Heavy bolter
  - Heavy flamer
  - Multi-melta
  - Storm bolter

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Steel Behemoth: This model may Fall Back in the Movement phase and still shoot and/or Charge during the controlling player's turn. It may fire its weapons if enemy units are within 1" of it (except for its dreadhammer cannon which must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: TITANIC, VEHICLE, RELIC, RELIC TYPHON HEAVY SIEGE TANK

26 RELIC CERBERUS HEAVY TANK DESTROYER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Cerberus	*	5+	*	8	9	22	*	9	2+

A Relic Cerberus is a single model. It is equipped with a heavy neutron laser array and crushing tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2	D3	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Lascannon	48"	Heavy 1	9	-3	D6	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Heavy neutron pulse array	72"	Heavy 3	14	-4	3+D6	Any **VEHICLE** which suffers wounds from this weapon but is not slain subtracts 1 from its Shooting hit rolls until the end of its controlling player's next Shooting phase.

WARGEAR OPTIONS

- A Relic Cerberus may take either two lascannon or two heavy bolters.
- A Relic Cerberus may also be equipped with one of the following additional weapons:
  - Heavy bolter
  - Heavy flamer
  - Multi-melta
  - Storm bolter

ABILITIES

Unstable Reactor: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 5+ it explodes and each unit within 2D6" suffers D6 mortal wounds.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Steel Behemoth: This model may Fall Back in the Movement phase and still shoot and/or Charge during the controlling player's turn. It may fire its weapons if enemy units are within 1" of it (except for its heavy neutron laser array which must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: TITANIC, VEHICLE, RELIC, RELIC CERBERUS HEAVY TANK DESTROYER

DAMAGE

Some of a Relic Cerberus' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
17-22+	10"	3+	8
6-16	5"	4+	6
1-5	3"	5+	D3

RELIC FELLBLADE SUPER-HEAVY TANK

35 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Fellblade	*	5+	*	9	9	26	*	9	2+

A Relic Fellblade is a single model. It is equipped with a twin heavy bolter, a demolisher cannon, two quad lascannon, a Fellblade accelerator cannon and crushing tracks.

DAMAGE

Some of a Relic Fellblade's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
14-26+	10"	3+	9
7-13	7"	4+	6
1-6	4"	5+	3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2	D3	–
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Quad lascannon	48"	Heavy 4	9	-3	D6	–
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Fellblade accelerator cannon	When firing this weapon, select one of the two profiles below:					
- HE shells	100"	Heavy 2D6	8	-3	2	When attacking units with 5 or more models, the dice rolled to decide the number of shots fired may be re-rolled.
- AE shells	100"	Heavy 2	14	-4	6	–

WARGEAR OPTIONS

- A Relic Fellblade may replace its quad lascannon with laser destroyers.
- A Relic Fellblade may replace its twin heavy bolter with a twin heavy flamer.
- A Relic Fellblade may also be equipped with one of the following:
  - Heavy bolter
  - Heavy flamer
  - Multi-melta
  - Storm bolter

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Steel Behemoth: This model may Fall Back in the Movement phase and still shoot and/or Charge during the controlling player's turn. It may fire its weapons if enemy units are within 1" of it (except for its Fellblade accelerator cannon and demolisher cannon which must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: TITANIC, VEHICLE, RELIC, RELIC FELLBLADE SUPER-HEAVY TANK

40 RELIC FALCHION SUPER-HEAVY TANK DESTROYER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Falchion	*	5+	*	9	9	26	*	9	2+

A Relic Falchion is a single model. It is equipped with a twin heavy bolter, two quad lascannon, a twin volcano cannon and crushing tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2	D3	–
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Quad lascannon	48"	Heavy 4	9	-3	D6	–
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's Damage is increased to 2D6. On a result of a '6', the weapon's Damage is increased to 3D6.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Twin volcano cannon	120"	Heavy 2D6	16	-5	2D6	You can re-roll failed wound rolls when targeting **TITANIC** units with this weapon.

WARGEAR OPTIONS

- A Relic Falchion may replace its quad lascannon with laser destroyers.
- A Relic Falchion may replace its twin heavy bolter with a twin heavy flamer.
- A Relic Falchion may also be equipped with one of the following:
  - Heavy bolter
  - Heavy flamer
  - Multi-melta
  - Storm bolter

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Steel Behemoth: This model may Fall Back in the Movement phase and still shoot and/or Charge during the controlling player's turn. It may fire its weapons if enemy units are within 1" of it (except for its twin volcano cannon which must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the firer.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: TITANIC, VEHICLE, RELIC, RELIC FALCHION SUPER-HEAVY TANK DESTROYER

DAMAGE

Some of a Relic Falchion's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
14-26+	10"	3+	9
7-13	7"	4+	6
1-6	4"	5+	3

RELIC MASTODON SUPER-HEAVY SIEGE TRANSPORT

44 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Mastodon	*	5+	*	9	9	30	*	9	2+

A Relic Mastodon is a single model. It is equipped with two heavy flamers, two lascannon, one skyreaper battery, a siege melta array and crushing tracks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing tracks	Melee	Melee	User	-2	D3	–
Lascannon	48"	Heavy 1	9	-3	D6	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Skyreaper battery	48"	Heavy 8	7	-1	5	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Siege melta array	12"	Heavy 4D3	9	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

DAMAGE

Some of a Relic Mastodon's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A	VOID SHIELD
16-30+	10"	3+	8	5+
8-15	7"	4+	6	6+
1-7	4"	5+	D6	7+

WARGEAR OPTIONS

- None.

TRANSPORT

This model can transport 40 <**CHAPTER**> **INFANTRY MODELS** (each **TERMINATOR** and **JUMP PACK** model takes up the space of two other models, and each **CENTURION** takes up the space of three other models). It may also transport up to two **DREADNOUGHTS**, **IRONCLAD DREADNOUGHTS**, **VENERABLE DREADNOUGHTS** or **CONTEMPTOR DREADNOUGHTS**, each taking up the space of ten models. It cannot transport **PRIMARIS** MODELS.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6; on a 6 it explodes and each unit within 2D6" suffers 2D6 mortal wounds, the model is then removed.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Void Shields: A Relic Mastodon is protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from its hull in layers, designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, void shields are represented by a unique kind of saving throw shown in the Damage box above, which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the model, with the mortal wound being ignored if the save roll indicated in the Damage box is passed.

Steel Behemoth: This model may Fall Back in the Movement phase and still shoot and/or Charge during the controlling player's turn. It may fire its weapons if enemy units are within 1" of it (but only its heavy flamers and lascannon can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half of the model is obscured from the bearer.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

TITANIC, VEHICLE, TRANSPORT, RELIC, RELIC MASTODON SUPER-HEAVY SIEGE TRANSPORT

ADEPTUS ASTARTES
DREADNOUGHTS

MORTIS DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mortis Dreadnought	**6"**	**3+**	**3+**	**6**	**7**	**8**	**4**	**8**	**3+**

A Mortis Dreadnought is a single model. It is equipped with two twin heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin autocannon	48"	Heavy 4	7	-1	2	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Missile launcher	When attacking with this weapon, choose one of the profiles below:					
- Frag missile	48"	Heavy D6	4	0	1	–
- Krak missile	48"	Heavy 1	8	-2	D6	–
Assault cannon	24"	Heavy 6	6	-1	1	–
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Heavy plasma cannon	When attacking with this weapon, choose one of the profiles below:					
- Standard	36"	Heavy D3	7	-3	1	–
- Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's slots have been resolved.

WARGEAR OPTIONS

- A Mortis Dreadnought may exchange both of its twin heavy bolters for two identical weapons from the following:
  - Twin autocannon
  - Twin lascannon
  - Missile launcher
  - Assault cannon
  - Multi-melta
  - Heavy plasma cannon

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 3" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, DREADNOUGHT, MORTIS DREADNOUGHT

SIEGE DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Siege Dreadnought	**6"**	**3+**	**3+**	**6**	**8**	**8**	**4**	**8**	**3+**

A Siege Dreadnought is a single model. It is equipped with a seismic hammer, a meltagun and a Dreadnought inferno cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dreadnought inferno cannon	8"	Heavy D6	6	-1	2	This weapon hits its target automatically.
Seismic hammer	Melee	Melee	x2	-4	5	When attacking with this weapon, you must subtract 1 from the hit roll.
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Twin autocannon	48"	Heavy 4	7	-1	2	–

WARGEAR OPTIONS

- A Siege Dreadnought may replace its Dreadnought inferno cannon with a multi-melta, a twin lascannon or a twin autocannon.
- A Siege Dreadnought may replace its seismic hammer and meltagun with a second Dreadnought inferno cannon.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 3" suffers D3 mortal wounds.zt

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Sundering Strikes: Whenever attacking a **BUILDING** or any model with a Movement characteristic of 0" during the Fight phase, the Siege Dreadnought's controlling player may re-roll all wound rolls of 1 with this model.

Fragstorm Launchers: If this model finishes a charge move within 1" of an enemy unit, roll a D6. On a 4+, that unit suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, DREADNOUGHT, SIEGE DREADNOUGHT

9 CONTEMPTOR MORTIS DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Contemptor Mortis	*	*	*	7	7	10	4	8	3+

A Contemptor Mortis Dreadnought is a single model. It is equipped with two twin heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lower result.
Twin autocannon	48"	Heavy 4	7	-1	2	–
Heavy plasma cannon	When attacking with this weapon, choose one of the profiles below:					
- Standard	36"	Heavy D3	7	-3	1	–
- Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's slots have been resolved.
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Kheres assault cannon	24"	Heavy 6	7	-1	1	–

WARGEAR OPTIONS

- A Contemptor Mortis Dreadnought may replace both of its twin heavy bolters with two identical weapons from the following:
  - Multi-melta
  - Twin lascannon
  - Twin autocannon
  - Heavy plasma cannon
  - Kheres assault cannon

ABILITIES

Atomantic Shielding: This model has a 5+ invulnerable save.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 3" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, DREADNOUGHT, CONTEMPTOR MORTIS DREADNOUGHT

DAMAGE

Some of a Contemptor Mortis' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
6-10+	9"	2+	2+
3-5	6"	3+	3+
1-2	3"	4+	4+

11 CHAPLAIN VENERABLE DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chaplain Dreadnought	**6"**	**2+**	**2+**	**6**	**7**	**9**	**4**	**10**	**3+**

A Chaplain Venerable Dreadnought is a single model. It is equipped with two storm bolters and two Dreadnought combat weapons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dreadnought combat weapon	Melee	Melee	x2	-3	3	–
Dreadnought inferno cannon	8"	Heavy D6	6	-1	2	This weapon hits its target automatically.
Assault cannon	24"	Heavy 6	6	-1	1	–
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.

WARGEAR OPTIONS

- A Chaplain Venerable Dreadnought may replace one or both storm bolters for heavy flamers.
- A Chaplain Venerable Dreadnought may exchange one of its Dreadnought combat weapons for one of the following. If this is done, also remove one storm bolter or heavy flamer.
  - Dreadnought inferno cannon
  - Multi-melta
  - Assault cannon
  - Twin lascannon

ABILITIES

Reliquarius: This model has a 5+ invulnerable save.

Unstoppable Fury: You can re-roll hit rolls of 1 for this model if it is equipped with two Dreadnought combat weapons.

Icon of Hate: All friendly models with the **<CHAPTER>** keyword in combat with the same unit as a model with this ability add +1 to their Strength characteristic for the duration of the Fight phase.

Unyielding Ancient: Roll a D6 each time this model loses a wound; on a 6 the damage is ignored and that wound is not lost.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**

KEYWORDS: **VEHICLE, CHARACTER, DREADNOUGHT, CHAPLAIN VENERABLE DREADNOUGHT**

13 RELIC CONTEMPTOR DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Contemptor	9"	*	*	7	7	12	*	8	2+

A Relic Contemptor Dreadnought is a single model. It is equipped with two Dreadnought combat weapons and two storm bolters.

DAMAGE

Some of a Relic Contemptor Dreadnought's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	WS	BS	A
7-12+	2+	2+	4
3-6	3+	3+	3
1-2	4+	4+	D3

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dreadnought combat Weapon	Melee	Melee	x2	-3	3	–
Dreadnought chainfist	Melee	Melee	x2	-4	4	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Plasma blastgun	When attacking with this weapon, choose one of the profiles below:					
- Standard	18"	Assault 2	7	-3	1	–
- Supercharge	18"	Assault 2	8	-3	2	For each hit roll of 1, the bearer suffers a single mortal wound.
Graviton blaster	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the firing model and the target, increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lower result.
Twin autocannon	48"	Heavy 4	7	-1	2	–
Heavy plasma cannon	When attacking with this weapon, choose one of the profiles below:					
- Standard	36"	Heavy D3	7	-3	1	–
- Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's slots have been resolved.
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Kheres assault cannon	24"	Heavy 6	7	-1	1	–

WARGEAR OPTIONS

- A Relic Contemptor may replace one or both Dreadnought combat weapons with Dreadnought chainfists.
- A Relic Contemptor may choose to take up to two heavy weapons from the following list, replacing one Dreadnought combat weapon and one storm bolter for each weapon chosen:
  - Twin heavy bolter
  - Multi-melta
  - Twin lascannon
  - Twin autocannon
  - Heavy plasma cannon
  - Kheres assault cannon
  - C-Beam cannon
- One or both storm bolters may be exchanged for one of the following:
  - Heavy flamer
  - Plasma blastgun
  - Graviton blaster

ABILITIES

Atomantic Shielding: This model has a 5+ invulnerable save.

Unstoppable Fury: You can re-roll hit rolls of 1 for this model if it is equipped with two melee weapons.

Relic of Ancient Glory: Roll a D6 each time this model loses a wound; on the roll of a '6' that damage is ignored and that wound is not lost.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, DREADNOUGHT, RELIC, RELIC CONTEMPTOR DREADNOUGHT

14 RELIC DEREDEO DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Deredeo	*	*	*	7	7	14	2	8	3+

A Relic Deredeo Dreadnought is a single model. It is equipped with an anvillus autocannon battery and one twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anvillus autocannon battery	36"	Heavy 8	8	-1	2	–
Hellfire plasma carronade	24"	Heavy 5	8	-3	3	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Arachnus heavy lascannon battery	48"	Heavy 2	10	-4	D6	When attacking with this weapon, if at least one dice roll when determining Damage inflicted is a natural '6' then a mortal wound is inflicted on the target in additional to all other damage.
Aiolos missile launcher	60"	Heavy 2D3	6	-1	1	–
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.

WARGEAR OPTIONS

- A Relic Deredeo may replace its twin heavy bolter with a twin heavy flamer.
- A Relic Deredeo may be equipped with one of the following:
  - Aiolos missile launcher
  - Atomantic pavaise
- A Relic Deredeo may replace its anvillus autocannon battery with one of the following:
  - Hellfire plasma carronade
  - Arachnus heavy lascannon battery

ABILITIES

Layered Atomantic Barriers: A unit with this ability has a 5+ invulnerable save against Shooting or Overwatch attacks, and a 4+ invulnerable save against Melee attacks in the Fight phase.

Atomantic Pavaise: If equipped with an atomantic pavaise, all friendly <**CHAPTER**> units within 6" of the Relic Deredeo Dreadnought gain a 5+ invulnerable save. This invulnerable save does not stack with or improve existing invulnerable saves.

Helical Targeting Array: At the beginning of any turn, the controlling player may declare that its helical targeting array is active. While it is active, the Relic Deredeo Dreadnought may not move and adds +1 to its hit rolls against models with the **FLY** keyword.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 5 or 6 it explodes and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, DREADNOUGHT, RELIC, RELIC DEREDEO DREADNOUGHT

DAMAGE

Some of a Relic Deredeo's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
10-14+	7"	4+	2+
5-9	5"	5+	3+
1-4	3"	6+	4+

16 RELIC LEVIATHAN DREADNOUGHT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Leviathan	*	*	*	**8**	**8**	**14**	**4**	**8**	**2+**

A Relic Leviathan Dreadnought is a single model. It is equipped with two siege claws, two meltaguns and two heavy flamers.

DAMAGE

Some of a Relic Leviathan's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	WS	BS
8-14+	8"	2+	2+
4-7	5"	3+	3+
1-3	3"	4+	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Leviathan siege claw	Melee	Melee	x2	-3	3	Re-roll failed wound rolls against **INFANTRY**.
Leviathan siege drill	Melee	Melee	x2	-4	4	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Grav-flux bombard	18"	Heavy D3	9	-5	2	If the target model is a **MONSTER**, **VEHICLE** or **TITANIC** then the amount of Damage suffered from successful attacks becomes 5 per hit. For every five models in the target unit, add D3 to the number of attacks made by this weapon.
Storm cannon array	24"	Heavy 10	7	-2	2	–
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Cyclonic melta lance	18"	Heavy 2D3	9	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

WARGEAR OPTIONS

- A Relic Leviathan may replace one or both Leviathan siege claws with Leviathan siege drills.
- A Relic Leviathan may replace one or both Leviathan siege claws and meltaguns with one of the following (both a Leviathan siege claw and meltagun must be exchanged for a single option). For each Leviathan siege claw exchanged in this fashion, subtract 1 from the Relic Leviathan's Attacks characteristic:
  - Storm cannon array
  - Cyclonic melta lance
  - Grav-flux bombard

ABILITIES

Reinforced Atomantic Barriers: This model has a 4+ invulnerable save.

Atomantic Conflagration: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 5 or 6 it explodes and each unit within 9" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, DREADNOUGHT, RELIC, RELIC LEVIATHAN DREADNOUGHT

ADEPTUS ASTARTES
STRIKE CRAFT

8 LAND SPEEDER TEMPEST

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Speeder Tempest	**15"**	**3+**	**3+**	**4**	**6**	**6**	**2**	**8**	**3+**

This unit contains one Land Speeder Tempest. It can include one additional Land Speeder Tempest **(Power Rating +8)** or two additional Land Speeder Tempests **(Power rating +16)**. Each Land Speeder Tempest is equipped with an assault cannon and two Tempest salvo launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault cannon	24"	Heavy 6	6	-1	1	–
Tempest salvo launcher	36"	Heavy D3	6	-3	2	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index: Imperium 1*.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal wound.

Ramjet Thrusters: When a unit with this ability Advances, all models in the unit must move between 20"-35". If the unit has used its ramjet thrusters then the enemy player must subtract -1 from hit rolls made against them in the next Shooting phase, and the unit can only charge or be charged by units that can **FLY** during the Fight phase until it is the unit's turn to move again.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, FLY, LAND SPEEDER, LAND SPEEDER TEMPEST

9 RELIC JAVELIN ATTACK SPEEDER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Javelin	**15"**	**3+**	**3+**	**4**	**6**	**9**	**3**	**8**	**3+**

A Relic Javelin Attack Speeder is a single model. It is equipped with a heavy bolter and a typhoon launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	1	–
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Typhoon launcher	When attacking with this weapon, choose one of the profiles below:					
- Frag missiles	48"	Heavy 2D6	4	0	1	–
- Krak missiles	48"	Heavy 2	8	-2	D6	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–

WARGEAR OPTIONS

- A Relic Javelin may replace its heavy bolter with a multi-melta.
- A Relic Javelin may replace its twin typhoon launcher with a twin lascannon.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index: Imperium 1*.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers 1 mortal wound.

Gravitic Augur Haze: Your opponent subtract 1 from all hit rolls made for models that target at ranges greater than 8".

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, RELIC, FLY, LAND SPEEDER, RELIC JAVELIN ATTACK SPEEDER

XIPHON INTERCEPTOR

11 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Xiphon Interceptor	*	6+	*	6	7	11	2	8	3+

A Xiphon Interceptor is a single model. It is equipped with two twin lascannon and a Xiphon missile battery.

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Xiphon missile battery	60"	Heavy 3	6	-2	3	–

WARGEAR OPTIONS

- None.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Crash and Burn: If this model is reduced to 0 wounds roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers D3 mortal wounds.

Terminal Targeting: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Skyborn Predator: When targeting units that can **FLY**, add 1 to your hit rolls for this model.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, FLY, XIPHON INTERCEPTOR

DAMAGE

Some of a Xiphon Interceptor's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS
8-11+	20"-50"	3+
4-7	20"-30"	4+
1-3	20"	5+

18 STORM EAGLE ASSAULT GUNSHIP

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Storm Eagle Gunship	*	6+	*	8	7	16	*	9	3+

A Storm Eagle Assault Gunship is a single model. It is equipped with a twin heavy bolter, a vengeance launcher and two twin hellstrike launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Vengeance launcher	48"	Heavy 2D6	5	-1	1	–
Twin hellstrike launcher	72"	Heavy 2	8	-3	3	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below:					
- Frag missile	48"	Heavy 2D6	4	0	1	–
- Krak missile	48"	Heavy 2	8	-2	D6	–

WARGEAR OPTIONS

- This model may replace its twin heavy bolter with either a twin multi-melta or a typhoon missile launcher.
- The model may replace its two twin hellstrike missile launchers with two twin lascannon.

TRANSPORT

The Storm Eagle can transport 20 **<CHAPTER> INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes up the space of two other **INFANTRY** models and each **CENTURION** takes up the space of three other **INFANTRY** models. It cannot transport **PRIMARIS** models.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers D3 mortal wounds.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, TRANSPORT, FLY, STORM EAGLE ASSAULT GUNSHIP

DAMAGE

Some of a Storm Eagle Assault Gunship's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
8-16+	20"-45"	3+	3
4-7	20"-30"	4+	D3
1-3	20"	5+	1

STORM EAGLE ASSAULT GUNSHIP – ROC PATTERN

19 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Storm Eagle Gunship – ROC Pattern	*	6+	*	8	7	16	*	9	3+

A Storm Eagle Gunship – ROC pattern is a single model. It is equipped with a twin heavy bolter, a ROC missile launcher and two twin lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
ROC missile launcher	48"	Heavy 8	8	-2	2	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below:					
- Frag missile	48"	Heavy 2D6	4	0	1	–
- Krak missile	48"	Heavy 2	8	-2	D6	–

WARGEAR OPTIONS

- This model may replace its twin heavy bolter with either a twin multi-melta or a typhoon missile launcher.

TRANSPORT

The Storm Eagle can transport 14 **MINOTAURS INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes up the space of two other **INFANTRY** models and each **CENTURION** takes up the space of 3 other **INFANTRY** models. It cannot transport **PRIMARIS** models.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers D3 mortal wounds.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, MINOTAURS

KEYWORDS

VEHICLE, TRANSPORT, FLY, STORM EAGLE ASSAULT GUNSHIP – ROC PATTERN

DAMAGE

Some of a Storm Eagle Assault Gunship – ROC Pattern's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
8-16+	20"-45"	3+	3
4-7	20"-30"	4+	D3
1-3	20"	5+	1

19 FIRE RAPTOR ASSAULT GUNSHIP

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fire Raptor Gunship	*	6+	*	8	7	16	*	9	3+

A Fire Raptor Gunship is a single model. It is equipped with a twin avenger bolt cannon, two quad heavy bolters and two twin hellstrike launchers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin avenger bolt cannon	36"	Heavy 10	6	-2	2	–
Quad heavy bolter	36"	Heavy 12	5	-1	1	–
Twin hellstrike launcher	72"	Heavy 2	8	-3	3	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–

WARGEAR OPTIONS

- The model may replace its two twin hellstrike missile launchers with two twin lascannon.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers D3 mortal wounds.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, FLY, FIRE RAPTOR ASSAULT GUNSHIP

DAMAGE

Some of a Fire Raptor Assault Gunship's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
8-16+	20"-45"	3+	3
4-7	20"-30"	4+	D3
1-3	20"	5+	1

16

CAESTUS ASSAULT RAM

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Caestus Assault Ram	*	5+	*	8	7	14	*	9	2+

A Caestus Assault Ram is a single model. It is equipped with a Caestus ram, a twin magna-melta and two firefury missile batteries.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Caestus ram	Melee	Melee	User	-3	D6	Add 3 to all hit rolls made with this weapon when targeting **BUILDINGS** if the Caestus Assault Ram charged this turn.
Firefury missile battery	72"	Heavy 4	6	-1	1	–
Twin magna-melta	24"	Heavy 2D3	10	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

WARGEAR OPTIONS

- None.

TRANSPORT

The Caestus Assault Ram's unique transport bays can transport 10 **<CHAPTER> INFANTRY** models. It may transport **TERMINATOR** models which only take up one space per model. It cannot transport **JUMP PACK, CENTURION** or **PRIMARIS** models.

ABILITIES

Airborne Ram: This model can only declare charges in the Charge phase against units that can **FLY**, and may only attack or be attacked in the Fight phase by units that can **FLY.**

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers D3 mortal wounds.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne Ram, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, TRANSPORT, FLY, CAESTUS ASSAULT RAM

DAMAGE

Some of a Caestus Assault Ram's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
8-14+	20"-50"	3+	4
4-7	20"-30"	4+	2
1-3	20"	5+	1

42

THUNDERHAWK ASSAULT GUNSHIP

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunderhawk Gunship	*	6+	*	10	9	30	*	9	3+

A Thunderhawk Gunship is a single model. It is equipped with a Thunderhawk heavy cannon, four twin heavy bolters and two lascannon.

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Hellstrike battery	72"	Heavy 4	8	-3	3	–
Lascannon	48"	Heavy 1	9	-3	D6	–
Thunderhawk heavy cannon	48"	Heavy 2D6	8	-2	D6	–
Turbo-laser destructor	96"	Heavy D3	16	-4	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.

DAMAGE

Some of a Thunderhawk Assault Gunship's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
24-30+	20"-50"	2+	8
15-23	20"-40"	3+	4
8-14	20"-30"	4+	3
1-7	20"	5+	2

WARGEAR OPTIONS

- This model may replace its Thunderhawk heavy cannon with a turbo-laser destructor.
- The model may take a hellstrike missile battery. If this option is chosen then the Thunderhawk Assault Gunship loses the Thunderhawk Cluster Bombs ability.

TRANSPORT

The Thunderhawk Gunship can transport 30 **<CHAPTER> INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes up the space of two other **INFANTRY** models and each **CENTURION** takes up the space of three other INFANTRY models. It may also transport **<CHAPTER> BIKER** models who take up the space of three **INFANTRY** models each. It cannot transport **PRIMARIS** models if it carries any other type of models. If only **PRIMARIS** models are being transported, it can transport up to 15 **<CHAPTER> PRIMARIS INFANTRY** models.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Colossal Flyer: When targeting this unit with Shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacking unit has the **FLY** keyword, add 12" to the measured distance to determine the range when making shooting attacks against the Thunderhawk Gunship. Note that this means many short-ranged shooting weapons will not be able to hit this model. Your opponent must also subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Void-hardened Hull: The Thunderhawk Assault Gunship has a 5+ invulnerable save.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers 2D6 mortal wounds.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Colossal Flyer and Supersonic abilities until the beginning of your next Movement phase.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Thunderhawk Cluster Bombs: Once per battle, a Thunderhawk Gunship with this ability can make a bombing run against a single enemy unit it has moved over during one of its Movement phases. After the Thunderhawk Gunship has moved, pick an enemy unit that it flew over. Roll 3D6 for every **VEHICLE** or **MONSTER**, or a D6 for every other model, up to a maximum of 12D6. For each roll of a 5+, the unit suffers a mortal wound. Units consisting of only **CHARACTERS** may not be targeted by this ability.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: TITANIC, VEHICLE, TRANSPORT, FLY, THUNDERHAWK ASSAULT GUNSHIP

THUNDERHAWK TRANSPORTER

27 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunderhawk Transporter	*	6+	*	10	9	26	*	9	3+

A Thunderhawk Transporter is a single model. It is equipped with four twin heavy bolters and a battery of hellstrike missiles.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Hellstrike battery	72"	Heavy 4	8	-3	3	–

DAMAGE

Some of a Thunderhawk Transporter's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
20-26+	20"-50"	2+	6
14-19	20"-40"	3+	4
6-13	20"-30"	4+	3
1-5	20"	5+	2

WARGEAR OPTIONS

- None.

TRANSPORT

The Thunderhawk Transporter can transport 15 **<CHAPTER> INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes up the space of two other **INFANTRY** models and each **CENTURION** takes up the space of three other **INFANTRY** models. It may also transport **<CHAPTER> BIKER** models who take up the space of three **INFANTRY** models each. It may not transport **PRIMARIS** models. In addition, it may transport vehicles in one of the following two configurations:

- One model with the **LAND RAIDER** keyword or the **SPARTAN ASSAULT TANK** keyword.
- Up to two of the following: **RHINO, RAZORBACK, INFERNUM RAZORBACK, PREDATOR, DEIMOS PREDATOR, WHIRLWIND, WHIRLWIND HYPERIOS, HUNTER, STALKER, DAMOCLES, VINDICATOR, VINDICATOR DESTROYER, WHIRLWIND SCORPIUS.**

Note that transported vehicles may also transport additional units where able.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Colossal Flyer: When targeting this unit with Shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacking unit has the **FLY** keyword, add 12" to the measured distance to determine the range when making shooting attacks against the Thunderhawk Transporter. Note that this means many short-ranged shooting weapons will not be able to hit this model. Your opponent must also subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Void-hardened Hull: The Thunderhawk Transporter has a 5+ invulnerable save.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers 2D6 mortal wounds.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Colossal Flyer and Supersonic abilities until the beginning of your next Movement phase.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

TITANIC, VEHICLE, TRANSPORT, FLY, THUNDERHAWK TRANSPORTER

50 SOKAR PATTERN STORMBIRD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sokar Pattern Stormbird	*	6+	*	10	9	40	*	9	3+

A Sokar Pattern Stormbird is a single model. It is equipped with four twin lascannon, three twin heavy bolters and a battery of hellstrike missiles.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Hellstrike battery	72"	Heavy 4	8	-3	3	–

DAMAGE

Some of a Sokar Pattern Stormbird's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A	VOID SHIELD
30-40+	20"-50"	2+	6	4+
20-29	20"-40"	3+	4	5+
10-19	20"-30"	4+	3	6+
1-9	20"	5+	2	7+

WARGEAR OPTIONS

- None.

TRANSPORT

The Sokar Pattern Stormbird can transport 50 **<CHAPTER> INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes the space of two other **Infantry** models and each **CENTURION** takes the space of three other **INFANTRY** models. It may also transport **<CHAPTER> BIKER** models who take up the place of three **INFANTRY** models each. The Sokar Pattern Stormbird may also transport a single **<CHAPTER> RHINO**, including its own transported models, occupying 25 models' worth of space. When disembarking, the Rhino may only exit via the rear of the Sokar Pattern Stormbird.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Colossal Flyer: When targeting this unit with Shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacking unit has the **FLY** keyword, add 12" to the measured distance to determine the range when making shooting attacks against the Sokar Pattern Stormbird. Note that this means many short-ranged shooting weapons will not be able to hit this model. Your opponent must also subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Void-hardened Hull: The Sokar Pattern Stormbird has a 5+ invulnerable save.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers 2D6 mortal wounds.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Colossal Flyer and Supersonic abilities until the beginning of your next Movement phase.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Projected Void Shields: The Sokar Pattern Stormbird is protected by specialised void shield generators. In game terms, these void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack except from weapons with the Melee type. Like invulnerable saves, void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves, they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the unit, with the mortal wound being ignored if the save roll is passed. Void shields must be continuously re-energised and renewed in combat operations and so as the unit is damaged, the defensive potential of its void shields is reduced (see the Damage table for the Sokar Pattern Stormbird).

Shield Projection: As long as the Sokar Pattern Stormbird's controlling player has chosen to make it hover (as described previously) and does not move at all during the turn, you may declare that the Sokar Pattern Stormbird is projecting its void shields beyond its hull at the start of the Movement phase. If this is the case, the void shields' save is extended to all models and **BUILDINGS** within 8" of the Sokar Pattern Stormbird's hull and wings.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

TITANIC, VEHICLE, TRANSPORT, FLY, SOKAR PATTERN STORMBIRD

ADEPTUS ASTARTES
BATTLEFIELD SUPPORT

DAMOCLES COMMAND RHINO

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Damocles	*	6+	*	6	7	10	*	8	3+

A Damocles Command Rhino is a single model, and only a single Damocles Command Rhino may be included in any Detachment. It is equipped with a storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per game.

WARGEAR OPTIONS
- A Damocles Command Rhino may also be equipped with a hunter-killer missile.

TRANSPORT

This model can transport 1 **<CHAPTER> INFANTRY** model with the **CHARACTER** keyword. It may not transport **TERMINATOR**, **JUMP PACK** or **PRIMARIS** models.

ABILITIES

Self-repair: Roll a D6 at the start of each of your turns; on a 6 this model regains one lost wound.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Orbital Strike Augur: Once per battle in the Shooting phase, the controlling player may make a special Orbital Strike attack. To do so, nominate a point anywhere on the battlefield and roll a D6. Roll a D6 for every unit within 6" of that point. Subtract 1 from the result if the unit being targeted is a **CHARACTER**. On a 4+, the unit being targeted suffers D3 mortal wounds.

Command Interface Unit: Roll 2D6 at the end of each of your turns if your Warlord is embarked within a Damocles Command Rhino. If the total rolled is less than your Warlord's Leadership characteristic, you gain one Command point.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, TRANSPORT, RHINO, DAMOCLES COMMAND RHINO

DAMAGE

Some of a Damocles Command Rhino's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
6-10+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

WHIRLWIND HYPERIOS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Whirlwind Hyperios	*	6+	*	6	7	11	*	8	3+

A Whirlwind Hyperios is a single model. It is equipped with a Whirlwind hyperios launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hyperios launcher	72"	Heavy 2D3	8	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets. This weapon can target units not visible to the firing model.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS
- A Whirlwind Hyperios may take a hunter-killer missile.
- A Whirlwind Hyperios may also be equipped with a storm bolter.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, WHIRLWIND, WHIRLWIND HYPERIOS

DAMAGE

Some of a Whirlwind Hyperios' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
6-11+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

RELIC WHIRLWIND SCORPIUS

12 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Whirlwind Scorpius	*	6+	*	6	7	11	*	8	3+

A Relic Whirlwind Scorpius is a single model. It is equipped with a Scorpius multi-launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scorpius multi-launcher	48"	Heavy 3D3	6	-2	2	This weapon can target units not visible to the firing model.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- A Whirlwind Scorpius may take a hunter-killer missile.
- A Whirlwind Scorpius may also be equipped with a storm bolter.

ABILITIES

Rocket Barrage: On any turn in which the Scorpius does not move during the Movement phase, you may fire its Scorpius multi-launcher twice in the following Shooting phase.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, RELIC, WHIRLWIND, RELIC WHIRLWIND SCORPIUS

DAMAGE

Some of a Relic Whirlwind Scorpius' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
7-11+	12"	3+	3
3-6	6"	4+	D3
1-2	3"	5+	1

RAPIER CARRIER

4

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rapier Carrier	3"	6+	3+	3	5	4	1	7	3+
Space Marine Gunners	6"	3+	3+	4	4	1	1	7	3+

This unit contains one Rapier Carrier and two Space Marine Gunners.

- The Rapier Carrier is equipped with a quad heavy bolter.
- The Space Marine Gunners are armed with bolt pistols, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Quad heavy bolter	36"	Heavy 12	5	-1	1	–
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.
Bolt pistol	12"	Pistol 1	4	0	1	–
Frag grenades	6"	Grenade D6	3	0	1	–
Krak grenades	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- A Rapier Carrier may exchange its quad heavy bolter for a laser destroyer.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index: Imperium 1*.

Space Marine Gunners: A Rapier Carrier and its Space Marine Gunners must be deployed as a single group within 3" of each other, and must remain within this distance throughout the battle. The Space Marine Gunners may only be chosen as a target in the Shooting phase if they are the closest visible model to the model that is shooting.

Artillery: The Rapier Carrier can only fire its weapon if at least one of the Space Marine Gunners it was deployed with is within 3". If both of the Space Marine Gunners the Rapier Carrier was deployed with are slain, the Rapier Carrier is also removed as slain.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: (RAPIER CARRIER): VEHICLE, ARTILLERY, RAPIER CARRIER
(SPACE MARINE GUNNERS): INFANTRY, SPACE MARINE GUNNERS

TARANTULA SENTRY GUN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tarantula Sentry Gun	**0"**	**–**	**4+**	**4**	**5**	**4**	**–**	**10**	**3+**

This unit contains one Tarantula Sentry Gun. It can include one additional Tarantula Sentry Gun **(Power Rating +3)** or two additional Tarantula Sentry Guns **(Power rating +6)**. Each Tarantula Sentry Gun is equipped with a twin heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin assault cannon	24"	Heavy 12	6	-1	1	–

WARGEAR OPTIONS

- A Tarantula Sentry Gun may replace its twin heavy bolter with any one of the following weapons:
  - Twin lascannon
  - Multi-melta
  - Twin assault cannon

ABILITIES

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model.

Automated Artillery: If this model has a twin heavy bolter, it will automatically shoot at the nearest enemy **INFANTRY** unit in the Shooting phase within range. If this model has a twin lascannon, it will automatically shoot at the nearest non-**INFANTRY** model in the Shooting phase within range. If there are none of the specified types of unit in range then the closest unit of any kind must be targeted, however in all cases this model may only shoot at an enemy **CHARACTER** if it is the closest model of any type.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, GUN EMPLACEMENT, TARANTULA SENTRY GUN

TARANTULA AIR DEFENCE BATTERY

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tarantula Air Defence Battery	**0"**	**–**	**4+**	**4**	**5**	**4**	**–**	**10**	**3+**

This unit contains one Tarantula Air Defence Battery. It can include one additional Tarantula Air Defence Battery **(Power Rating +3)** or two additional Tarantula Air Defence Batteries **(Power rating +6)**. Each Tarantula Air Defence Battery is equipped with air defence missiles.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Air defence missiles	48"	Heavy D3	8	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.

WARGEAR OPTIONS

- None.

ABILITIES

Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model.

Fully Automated Weapons: This model's weapons must target the nearest visible enemy unit that can **FLY**. If no targets that can **FLY** are visible, it must instead target the nearest non-**FLYING** enemy unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS: VEHICLE, GUN EMPLACEMENT, TARANTULA AIR DEFENCE BATTERY

LUCIUS PATTERN DREADNOUGHT DROP POD

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lucius Drop Pod	**0"**	**–**	**–**	**6**	**7**	**8**	**0**	**8**	**3+**

A Lucius Pattern Dreadnought Drop Pod is a single model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
None	–	–	–	–	–	–

WARGEAR OPTIONS
- None.

TRANSPORT
- This model can transport a single **<CHAPTER> VEHICLE** model with the **DREADNOUGHT** keyword.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index: Imperium 1*.

Drop Pod Assault: During deployment, you can set up this model, along with any unit embarked within it, in orbit instead of placing it on the battlefield. At the end of any of your Movement phases, this model can perform a drop pod assault – set it up anywhere on the battlefield that is more than 9" away from any enemy models. Any model embarked inside must immediately disembark, but they must be set up more than 9" away from any enemy models. Any model that cannot be set up because there is not enough room is slain.

Immobile: After this model has been set up on the battlefield it cannot move, run or charge.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**

KEYWORDS: **VEHICLE, TRANSPORT, DROP POD, LUCIUS PATTERN DREADNOUGHT DROP POD**

DEATHSTORM DROP POD

8

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathstorm Pod	**0"**	**–**	**4+**	**6**	**6**	**8**	**0**	**8**	**3+**

A Deathstorm Drop Pod is a single model. It is equipped with a Deathstorm missile array.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deathstorm missile array	18"	Heavy 2	8	-2	D3	When fired, this weapon makes one full Shooting attack against each enemy unit within range, except **CHARACTERS**. A unit consisting entirely of **CHARACTERS** may only be attacked if it is the closest enemy unit to the Deathstorm Drop Pod when the attack is declared.
Deathstorm cannon array	12"	Heavy 6	6	-1	1	When fired, this weapon makes one full Shooting attack against each enemy unit within range, except **CHARACTERS**. A unit consisting entirely of **CHARACTERS** may only be attacked if it is the closest enemy unit to the Deathstorm Drop Pod when the attack is declared.

WARGEAR OPTIONS
- A Deathstorm Drop Pod may replace its Deathstorm missile launcher array with a Deathstorm cannon array.

ABILITIES

Drop Pod Assault: During deployment, you can set up this model in orbit instead of placing it on the battlefield. At the end of any of your Movement phases, this model can perform a drop pod assault – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

Immobile: After this model has been set up on the battlefield, it cannot move, run or charge, and no units can embark upon it

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**

KEYWORDS: **VEHICLE, DROP POD, DEATHSTORM DROP POD**

CASTELLUM STRONGHOLD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tacticus Bunker	**0**	**–**	*	**0**	**9**	**20**	**–**	**9**	**3+**
Bunker Annex	**0**	**–**	*	**0**	**9**	**12**	**–**	**9**	**3+**

The Castellum Stronghold is a single Realm of Battle tile which is composed of four linked **BUILDINGS** that are treated separately during the game. These comprise a single large Tacticus Bunker and three Bunker Annexes bordering an open deck area.

DAMAGE (TACTICUS BUNKER)

The Tacticus Bunker's characteristics change as it suffers damage in battle, as shown below:

REMAINING WOUNDS	BS
16-20+	3+
6-15	4+
1-5	5+

DAMAGE (BUNKER ANNEXES)

Each Bunker Annex's characteristics change as it suffers damage in battle, as shown below:

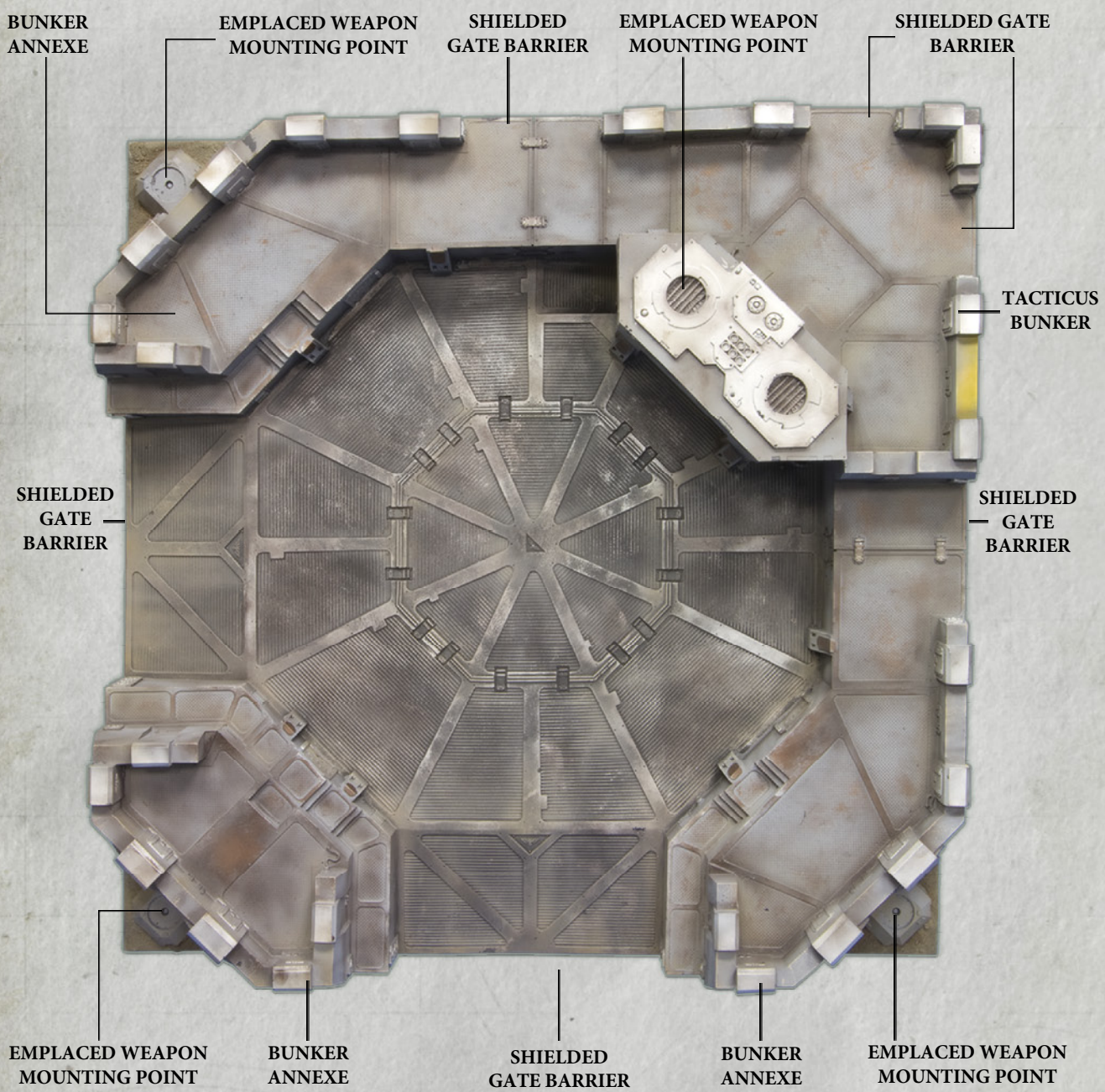
REMAINING WOUNDS	BS
8-12+	3+
4-7	4+
1-3	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin assault cannon	24"	Heavy 12	6	-1	1	–
Castellum air defence missiles	48"	Heavy D3	8	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets. This weapon can target units not visible to the firing model.
Whirlwind Castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units not visible to the firing model.
Castellum battle cannon	72"	Heavy D6	8	-2	D3	–
Icarus quad lascannon	96"	Heavy 4	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.

WARGEAR OPTIONS

- A Tacticus Bunker may take up to two of the following options (the same option may be chosen twice):
  - Twin heavy bolter
  - Twin heavy flamer
  - Twin lascannon
  - Multi-melta
  - Twin assault cannon
  - Castellum air defence missiles
  - Whirlwind Castellan launcher
  - Castellum battle cannon
  - Icarus quad lascannon
  - Communication relay
- Each Bunker Annex may take one of the following options:
  - Twin heavy bolter
  - Twin heavy flamer
  - Twin lascannon
  - Multi-melta
  - Twin assault cannon
  - Air defence missiles

TRANSPORT	**Tacticus Bunker:** This model can transport any number of **<CHAPTER> INFANTRY CHARACTERS** and one other **<CHAPTER> INFANTRY** unit, up to a maximum of 30 models (each **TERMINATOR** and **JUMP PACK** model takes up the space of two other models, and each **CENTURION** takes up the space of three other models). **Bunker Annex:** This model can transport any number of **<CHAPTER> INFANTRY CHARACTERS** and one other **<CHAPTER> INFANTRY** unit, up to a maximum of 12 models (each **TERMINATOR** and **JUMP PACK** model takes up the space of two other models, and each **CENTURION** takes up the space of three other models). ***Designer's Note:*** *When you embark models, you may find it useful to note which units are being transported aboard rather than place them on top, as the Castellum Stronghold battlements may be used by other models.*
ABILITIES	**Immobile (Tacticus Bunker & Bunker Annexes):** This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. However, this model can still shoot if there are enemy models within 1" of it, and friendly units can still target enemy units that are within 1" of this model. **Automated Weapons (Tacticus Bunker & Bunker Annexes):** Unless a friendly unit is embarked inside this model, each of its weapons can only target the nearest visible enemy. If two units are equally close, you choose which is targeted. **Magazine Explosion (Tacticus Bunker & Bunker Annexes):** If this model is reduced to 0 wounds, roll a D6 before any embarked models disembark; on a 6 it explodes and each unit within 2D6" suffers D6 mortal wounds. **Firing Ports:** Up to 15 models embarked in the Tacticus Bunker can shoot in the Shooting phase, measuring and drawing line of sight from any part of the Tacticus Bunker. Up to 10 models embarked in each Bunker Annex can shoot in the Shooting phase, measuring and drawing line of sight from any part of the Bunker Annex in which they are embarked. In both cases, embarked models may shoot even if enemy models are within 1" of their Bunker. **Battlements: INFANTRY** models on the Castellum Stronghold tile receive the benefit of cover against attacks from units not on the same tile. **Shield Gate Barriers:** Unless the Tacticus Bunker has been destroyed, all **INFANTRY**, **DREADNOUGHT** or **BIKE** units on the Castellum Stronghold tile have a 4+ invulnerable save against Shooting attacks. **Command Relay:** While your army's Warlord is embarked within this model, one Stratagem played in a turn by the controlling player costs one fewer Command point than normal (to a minimum of 1). ***Designer's Note:*** *The models comprising the Castellum Stronghold are physically part of a Realm of Battle tile and cannot easily be removed. As a result, regardless of whether one of the Bunkers explodes or not, it is wrecked. From that point on, models can no longer embark inside it, stand on its battlements, and it can no longer shoot, etc.*
FACTION KEYWORDS	**IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**
KEYWORDS	**BUILDING, VEHICLE, TRANSPORT, CASTELLUM STRONGHOLD**


BUNKER ANNEXE
EMPLACED WEAPON MOUNTING POINT
SHIELDED GATE BARRIER
EMPLACED WEAPON MOUNTING POINT
SHIELDED GATE BARRIER
TACTICUS BUNKER
SHIELDED GATE BARRIER
SHIELDED GATE BARRIER
EMPLACED WEAPON MOUNTING POINT
BUNKER ANNEXE
SHIELDED GATE BARRIER
BUNKER ANNEXE
EMPLACED WEAPON MOUNTING POINT

WAR MACHINES OF THE GREY KNIGHTS, THE INQUISITION & ADEPTA SORORITAS

GREY KNIGHTS VORTIMER PATTERN RAZORBACK

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vortimer Razorback	*	6+	*	6	7	10	*	8	3+

A Vortimer Pattern Razorback is a single model. It is equipped with a twin psycannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin psycannon	24"	Heavy 8	7	-1	1	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter.

TRANSPORT

This model can transport 6 **GREY KNIGHT INFANTRY** models (it may not transport **TERMINATOR** or **JUMP PACK** models).

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

KEYWORDS: VEHICLE, TRANSPORT, RAZORBACK, GREY KNIGHTS VORTIMER PATTERN RAZORBACK

DAMAGE

Some of a Grey Knights Vortimer Pattern Razorback's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
6-10+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

GREY KNIGHTS DOOMGLAIVE PATTERN DREADNOUGHT

9

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Doomglaive Dreadnought	6"	2+	2+	6	7	8	4	8	3+

A Doomglaive Pattern Dreadnought is a single model. It is equipped with a heavy psycannon, a nemesis doomglaive and a storm bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy psycannon	24"	Heavy 6	7	-1	2	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Incinerator	8"	Assault D6	6	-1	1	This weapon hits its target automatically.
Nemesis doomglaive	Melee	Melee	+3	-3	D6	–

WARGEAR OPTIONS

- This model may exchange its storm bolter for an incinerator.

ABILITIES

And They Shall Know No Fear, Daemon Hunters, Rites of Banishment: See *Warhammer 40,000 – Index Imperium 1*.

Unyielding Ancient: Roll a D6 each time this model loses a wound; on a 6 the damage is ignored and the wound is not lost.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

PSYKER

This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* psychic power and one psychic power from the Sanctic Discipline (see page 181 of *Warhammer 40,000 – Index: Imperium 1*).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

KEYWORDS: VEHICLE, DREADNOUGHT, PSYKER, GREY KNIGHTS DOOMGLAIVE PATTERN DREADNOUGHT

GREY KNIGHTS VORTIMER PATTERN LAND RAIDER REDEEMER

18 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vortimer Redeemer	*	6+	*	8	8	16	*	9	2+

A Vortimer Pattern Land Raider Redeemer is a single model. It is equipped with two flamestorm cannon and a twin psycannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin psycannon	24"	Heavy 8	7	-1	1	–
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon hits its target automatically.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	–

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take a storm bolter.
- This model may take a multi-melta.

TRANSPORT

This model can transport 12 **GREY KNIGHTS INFANTRY** models, each **TERMINATOR** model takes the space of two other **INFANTRY** models.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Psyk-out Assault Launchers: Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers 1 mortal wound, increasing to D3 mortal wounds if that unit is a **PSYKER**.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

KEYWORDS

VEHICLE, TRANSPORT, LAND RAIDER,
GREY KNIGHTS VORTIMER PATTERN LAND RAIDER REDEEMER

DAMAGE

Some of a Vortimer Pattern Land Raider Redeemer's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

42 GREY KNIGHTS THUNDERHAWK ASSAULT GUNSHIP

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grey Knights Thunderhawk Gunship	*	6+	*	10	9	30	*	9	3+

A Grey Knights Thunderhawk Gunship is a single model. It is equipped with a Thunderhawk heavy cannon, four twin heavy bolters, and two lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin psycannon	24"	Heavy 8	7	-1	1	–
Hellstrike battery	72"	Heavy 4	8	-3	3	–
Lascannon	48"	Heavy 1	9	-3	D6	–
Thunderhawk heavy cannon	48"	Heavy 2D6	8	-2	D6	–
Turbo-laser destructor	96"	Heavy D3	16	-4	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.

DAMAGE

Some of a Grey Knights Thunderhawk Gunship's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
24-30+	20"-50"	2+	8
15-23	20"-40"	3+	4
8-14	20"-30"	4+	3
1-7	20"	5+	2

WARGEAR OPTIONS

- This model may replace its Thunderhawk heavy cannon with a turbo-laser destructor.
- This model may replace all its twin heavy bolters with twin psycannon.
- This model may take a Hellstrike missile battery. If this option is chosen then the Grey Knights Thunderhawk loses the Thunderhawk Cluster Bombs ability.

TRANSPORT

The Grey Knights Thunderhawk Gunship can transport 30 **GREY KNIGHTS** and/or **INQUISITION INFANTRY** models. Each **TERMINATOR** model takes the space of two other **INFANTRY** models.

ABILITIES

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Colossal Flyer: When targeting this unit with Shooting attacks and psychic powers, always measure to the model's hull where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacking unit has the **FLY** keyword, add 12" to the measured distance to determine the range when making shooting attacks against the Thunderhawk Gunship. Note that this means many short-ranged shooting weapons will not be able to hit this model. Your opponent must also subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Void-hardened Hull: The Grey Knights Thunderhawk Assault Gunship has a 5+ invulnerable save.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes and each unit within 6" suffers 2D6 mortal wounds.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Colossal Flyer and Supersonic abilities until the beginning of your next Movement phase.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Thunderhawk Cluster Bombs: Once per battle, a Grey Knights Thunderhawk Assault Gunship equipped with Thunderhawk cluster bombs can make a bombing run against a single enemy unit it has moved over during one of its Movement phases. After the Thunderhawk Gunship has moved, pick an enemy unit that it flew over. Roll 3D6 for every **VEHICLE** or **MONSTER**, or a D6 for every other model, up to a maximum of 12D6. For each roll of a 5+, the unit suffers a mortal wound. Units consisting of only **CHARACTERS** may not be targeted by this ability.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS

KEYWORDS

TITANIC, VEHICLE, TRANSPORT, FLY, GREY KNIGHTS THUNDERHAWK ASSAULT GUNSHIP

20 INQUISITION LAND RAIDER PROMETHEUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquisition Prometheus	*	6+	*	8	8	16	*	9	2+

An Inquisition Land Raider Prometheus is a single model. It is equipped with two quad heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon may only be fired once per game.
Quad heavy bolter	36"	Heavy 12	5	-1	1	–

WARGEAR OPTIONS

- An Inquisition Land Raider Prometheus may be equipped with a hunter-killer missile.
- An Inquisition Land Raider Prometheus may be equipped with a storm bolter.
- An Inquisition Land Raider Prometheus may be equipped with a multi-melta.

TRANSPORT

This model can transport 10 **<ORDO> INFANTRY** models (each **TERMINATOR** model takes up the space of two other models).

ABILITIES

Quarry: See *Warhammer 40,000 – Index Imperium 2*.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

Battle Auspex: Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by a unit with this ability.

Command Relay: While your army's Warlord is embarked within this model, one Stratagem played in a turn by the controlling player costs one fewer Command point than normal (to a minimum of 1).

FACTION KEYWORDS

IMPERIUM, INQUISITION, <ORDO>

KEYWORDS

VEHICLE, TRANSPORT, LAND RAIDER, INQUISITION LAND RAIDER PROMETHEUS

DAMAGE

Some of an Inquisition Land Raider Prometheus' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

SORORITAS REPRESSOR

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Repressor	*	5+	*	6	7	12	*	8	3+

A Sororitas Repressor is a single model. It is equipped with a storm bolter, a heavy flamer and a dozer ram.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dozer ram	Melee	Melee	User	-1	1	Against **INFANTRY** units make three hit rolls for each attack rather than one if the Sororitas Repressor has successfully completed a charge this turn.
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.

WARGEAR OPTIONS

- This model may take a hunter-killer missile.
- This model may take an additional storm bolter or heavy flamer.

TRANSPORT

This model can transport 10 **<ORDER> INFANTRY** models. It cannot transport **JUMP PACK** models.

ABILITIES

Shield of Faith: See *Warhammer 40,000 – Index Imperium 2.*

Firing Ports: Up to six models being transported by a Sororitas Repressor can shoot in their Shooting phase, measuring and drawing line of sight from any point on the vehicle. Units that shoot in this manner count as having moved if they or the Sororitas Repressor moved in the preceding Movement phase.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS

IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, <ORDER>

KEYWORDS

VEHICLE, TRANSPORT, SORORITAS REPRESSOR

DAMAGE

Some of a Sororitas Repressor's characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A
6-12+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

IMPERIAL ARMOUR
CHARACTER APPENDIX

10 LORD HIGH COMMANDER CARAB CULLN

MASTER OF THE RED SCORPIONS (BADAB WAR ERA)

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lord High Commander Carab Culln	**5"**	**2+**	**2+**	**4**	**4**	**7**	**4**	**9**	**2+**

Lord High Commander Carab Culln is a single model. He is equipped with the Blade of the Scorpion and the storm bolter 'Judgement'. Only one of this model and only one version of Carab Culln may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Judgement	24"	Rapid Fire 2	4	-2	2	–
Blade of the Scorpion	Melee	Melee	+1	-3	D3	This weapon has Strength x2 when targeting a **MONSTER** or a **VEHICLE**.

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Chapter Master: You can re-roll failed hit rolls for friendly **RED SCORPIONS** units within 6" of Lord High Commander Carab Culln.

Iron Halo: Lord High Commander Carab Culln has a 4+ invulnerable save.

Proud to Live, Proud to Die, Hard to Kill: Roll a D6 each time a friendly **RED SCORPIONS** model within 6" of Lord High Commander Carab Culln loses a wound; on a 6, the Damage is ignored and that wound is not lost.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, RED SCORPIONS

KEYWORDS: CHARACTER, INFANTRY, CHAPTER MASTER, TERMINATOR, LORD HIGH COMMANDER CARAB CULLN

11 LUGFT HURON

THE TYRANT OF BADAB

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lugft Huron	**5"**	**2+**	**2+**	**4**	**4**	**7**	**4**	**9**	**2+**

Lugft Huron is a single model. He is equipped with the Ghost Razors and an artificer flamer. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ghost Razors	Melee	Melee	+1	-5	D3	Successful invulnerable saves made against this weapon must be re-rolled.
Artificer flamer	8"	Assault D6	5	-1	D3	This weapon hits its target automatically.

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Chapter Master: You can re-roll failed hit rolls for friendly **ASTRAL CLAWS** units within 6" of Lugft Huron.

Iron Halo: Lugft Huron has a 4+ invulnerable save.

Big Guns Never Tire: Once per battle in the Shooting phase, you may unleash a special bombardment attack instead of shooting as normal with this model. To do so, nominate a target enemy unit (**CHARACTERS** may not be targeted) anywhere on the battlefield and roll a D6. On a roll of 2+, that unit suffers D6 mortal wounds.

Living Legend: If your army is Battle-forged, you receive an additional 1 Command point if Lugft Huron is your Warlord.

Shadowed Fate: If Lugft Huron is reduced to 0 wounds, roll a D6. On a result of a 5+, set him up again at the end of the phase as close as possible to his previous position and more than l" from any enemies. He now has a single wound remaining.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, ASTRAL CLAWS

KEYWORDS: CHARACTER, INFANTRY, CHAPTER MASTER, TERMINATOR, LUGFT HURON

ARMENNEUS VALTHEX

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Armenneus Valthex	**6"**	**3+**	**2+**	**4**	**4**	**5**	**3**	**9**	**2+**

Armenneus Valthex is a single model. He is equipped with the Indynabula array, a phased conversion beamer, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Indynabula array	Melee	Melee	User	-1	1	If at least three enemy models are within 1" of Armenneus Valthex when it is his turn to fight in the Fight phase, he makes an additional D3 attacks with this weapon.
Phased conversion beamer	42"	Assault 2	6	0	1	Attacks from the phased conversion beamer that target enemies at over half its range are resolved at Strength 8, AP -1 and Damage 2.
Bolt pistol	12"	Pistol 1	4	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Blessing of the Omnissiah: At the end of your Movement phase, this model can repair a single **ASTRAL CLAWS VEHICLE** within 1". That model regains D3 lost wounds. A model can only be repaired once per turn.

Battle Alchemistry: The Strength characteristic of all boltguns and storm bolters fired by friendly **ASTRAL CLAWS** units within 6" of Armenneus Valthex is increased by 1 to a maximum of 5.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, ASTRAL CLAWS

KEYWORDS: CHARACTER, INFANTRY, TECHMARINE, ARMENNEUS VALTHEX

CAPTAIN CORIEN SUMATRIS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Corien Sumatris	**6"**	**2+**	**2+**	**4**	**4**	**6**	**4**	**9**	**3+**

Captain Corien Sumatris is a single model. He is equipped with a spectre pattern bolter, *Goldenfang*, a storm shield, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Goldenfang	Melee	Melee	User	-3	2	Corien Sumatris can make an additional D3 attacks with this weapon if he charged this turn.
Spectre pattern bolter	12"	Pistol 2	4	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Storm Shield & Iron Halo: Captain Corien Sumatris has a 3+ invulnerable save.

Rites of Battle: You can re-roll hit rolls of a 1 for friendly **ASTRAL CLAWS/TIGER CLAWS** units within 6" of Captain Corien Sumatris.

The Tyrant's Champion: Add 1 to Captain Corien Sumatris' Strength characteristic if he is within 1" of any enemy **CHARACTERS**.

Designer's Note: *Captain Corien Sumatris was once a member of the shunned Tiger Claws Chapter before he and their remnants were absorbed into the Astral Claws. As such, you can field this character as being either one of those Chapters, but not both at the same time. Choose and declare which* **ASTRAL CLAWS** *or* **TIGER CLAWS** *keyword will be used at the start of the battle.*

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, ASTRAL CLAWS/TIGER CLAWS

KEYWORDS: CHARACTER, INFANTRY, CAPTAIN, CAPTAIN CORIEN SUMATRIS

ARCH-CENTURION CARNAC COMMODUS

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Carnac Commodus	**6"**	**2+**	**3+**	**4**	**4**	**5**	**3**	**8**	**3+**

Arch-Centurion Carnac Commodus is a single model. He is equipped with *Blood Biter* and a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blood Biter	Melee	Melee	+1	-1	2	For each wound roll of 6+, if the target unit is **INFANTRY**, this weapon inflicts a mortal wound in addition to any other damage.
Bolt pistol	12"	Pistol 1	4	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Void Hardened Armour: Arch-Centurion Carnac Commodus has a 5+ invulnerable save.

Cut Them Down!: You can re-roll wound rolls of a 1 made for friendly **ASTRAL CLAWS** units within 6" of Arch-Centurion Carnac Commodus.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, ASTRAL CLAWS

KEYWORDS: CHARACTER, INFANTRY, ARCH-CENTURION CARNAC COMMODUS

LORD ASTERION MOLOC

10 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lord Asterion Moloc	**5"**	**2+**	**2+**	**4**	**4**	**6**	**4**	**9**	**2+**

Lord Asterion Moloc is a single model. He is equipped with the *Black Spear* and a storm shield. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Black Spear	Melee	Melee	+2	-3	3	If the target is a **CHARACTER**, you may make an additional attack with this weapon.
Black Spear lasbeam	12"	Assault 1	8	-2	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Chapter Master: You can re-roll failed hit rolls for friendly **MINOTAURS** units within 6" of Lord Asterion Moloc.

Iron Halo & Storm Shield: Lord Asterion Moloc has a 3+ invulnerable save.

Undying Spite: If Lord Asterion Moloc is slain in the Fight phase before he has fought, he immediately piles in and makes his attacks before being removed.

Fury of the Minotaurs: You can re-roll failed charge rolls for friendly **MINOTAURS INFANTRY** units within 6" of Lord Asterion Moloc.

Teleport Strike: During deployment, you can set up Lord Asterion Moloc in the teleportarium of his warship instead of placing him on the battlefield. At the end of any of your Movement phases, Lord Asterion Moloc can teleport onto the battlefield – set him up anywhere on the battlefield that is more than 9" away from enemy models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, MINOTAURS

KEYWORDS: CHARACTER, INFANTRY, CHAPTER MASTER, TERMINATOR, LORD ASTERION MOLOC

CHAPLAIN IVANUS ENKOMI

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ivanus Enkomi	**6"**	**2+**	**3+**	**4**	**4**	**5**	**4**	**9**	**3+**

Chaplain Ivanus Enkomi is a single model. He is equipped with the Crozius Arkarnos, a power fist and a grenade discharger. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crozius Arkanos	Melee	Melee	+1	-1	2	–
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Grenade discharger	When attacking with this weapon, choose one of the profiles below:					
- Frag grenade	12"	Grenade D6	3	0	1	–
- Krak grenade	12"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Rosarius: Chaplain Ivanus Enkomi has a 4+ invulnerable save.

Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly **MINOTAURS** units within 6" of this model.

Spiritual Leader: All friendly **MINOTAURS** units within 6" of this model can use the Chaplain's Leadership instead of their own.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, MINOTAURS

KEYWORDS: CHARACTER, INFANTRY, CHAPLAIN, CHAPLAIN IVANUS ENKOMI

MAGISTER SEVRIN LOTH

CHIEF LIBRARIAN OF THE RED SCORPIONS

7

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sevrin Loth	**6"**	**2+**	**3+**	**4**	**4**	**6**	**3**	**9**	**2+**

Magister Sevrin Loth is a single model. He is equipped with the Magister's axe and a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Magister's axe	Melee	Melee	+2	-2	D3	This weapon has a Damage of 3 if its target is a **PSYKER**.
Bolt pistol	12"	Pistol 1	4	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

The Armour of Selket: Magister Sevrin Loth has a 4+ invulnerable save.

Psychic Hood: You can add 1 to any Deny the Witch tests you take for this model against enemy **PSYKERS** within 12".

Bane of the Damned: Friendly **RED SCORPIONS INFANTRY** units within 6" of Magister Sevrin Loth can re-roll failed wound rolls against **PSYKERS**.

PSYKER

This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny three psychic powers in each enemy Psychic phase. He knows the *Smite* psychic power and two psychic powers from the Librarius Discipline (see page 10 of *Warhammer 40,000 – Index: Imperium 1*).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, RED SCORPIONS

KEYWORDS: CHARACTER, INFANTRY, LIBRARIAN, PSYKER, MAGISTER SEVRIN LOTH

10 TYBEROS THE RED WAKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tyberos	5"	2+	3+	4	4	6	5	9	2+

Tyberos the Red Wake is a single model. He is equipped with *Hunger* & *Slake*. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunger	Melee	Melee	x2	-4	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Slake	Melee	Melee	User	-3	2	You can re-roll failed wound rolls for this weapon.

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Lord Reaper of the Void: You can re-roll failed hit rolls for friendly **CARCHARODONS** units within 6" of Tyberos the Red Wake.

Ancient Armour: Tyberos the Red Wake has a 4+ invulnerable save.

Savagery beyond Reason: All friendly **CARCHARODONS** within 6" of Tyberos the Red Wake have +1 Strength.

Teleport Strike: During deployment, you can set up Tyberos the Red Wake in the teleportarium of his warship *Nicor* instead of placing him on the battlefield. At the end of any of your Movement phases, Tyberos the Red Wake can teleport onto the battlefield – set him up anywhere on the battlefield that is more than 9" away from enemy models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, CARCHARODONS

KEYWORDS: CHARACTER, INFANTRY, CHAPTER MASTER, TERMINATOR, TYBEROS THE RED WAKE

12 CHAPLAIN DREADNOUGHT TITUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Titus	6"	2+	2+	6	7	9	4	10	3+

Chaplain Dreadnought Titus is a single model. It is equipped with an assault cannon, a heavy flamer and a Dreadnought combat weapon. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dreadnought combat weapon	Melee	Melee	x2	-3	3	–
Assault cannon	24"	Heavy 6	6	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.

WARGEAR OPTIONS

- None.

ABILITIES

Reliquarius: This model has a 5+ invulnerable save.

Icon of Hate: All friendly models with the **HOWLING GRIFFONS** keyword in combat with the same unit as a model with this ability add +1 to their Strength characteristic for the duration of the Fight phase.

Undying Exemplar: Roll a D6 each time this model loses a wound; on a 5+ the damage is ignored and that wound is not lost.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D3 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, HOWLING GRIFFONS

KEYWORDS: VEHICLE, CHARACTER, DREADNOUGHT, CHAPLAIN DREADNOUGHT TITUS

LIEUTENANT COMMANDER ANTON NARVAEZ

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Anton Narvaez	**6"**	**2+**	**2+**	**4**	**4**	**5**	**4**	**9**	**3+**

Lieutenant Commander Anton Narvaez is a single model. He is equipped with Thundershock, the voidshard power blade, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Voidshard power blade	Melee	Melee	User	-3	1	Any wound rolls of 6+ made for this weapon cause a single mortal wound instead of the normal damage.
Thundershock	24"	Assault D3	7	-2	1	–
Bolt pistol	12"	Pistol 1	4	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Actinic Halo: Lieutenant Commander Anton Narvaez has a 2+ invulnerable save. If he fails an invulnerable save in any phase, his invulnerable save for the rest of the game is now to 6+.

Rites of Battle: You can re-roll hit rolls of 1 for friendly **MARINES ERRANT** units within 6" of Lieutenant Commander Anton Narvaez.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, MARINES ERRANT**

KEYWORDS: **CHARACTER, INFANTRY, CAPTAIN, LIEUTENANT COMMANDER ANTON NARVAEZ**

CAPTAIN TARNUS VALE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tarnus Vale	**6"**	**2+**	**2+**	**4**	**4**	**5**	**4**	**8**	**3+**

Captain Tarnus Vale is a single model. He is equipped with the *Angel's Teeth*, a plasma charger, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Angel's Teeth	Melee	Melee	+1	-2	2	–
Plasma charger	When attacking with this weapon, choose one of the profiles below:					
- Standard	8"	Pistol 3	6	-3	1	–
- Supercharge	8"	Pistol 3	7	-3	2	For each hit roll of 1, the bearer takes a single mortal wound.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Iron Halo: Captain Tarnus Vale has a 4+ invulnerable save.

Rites of Battle: You can re-roll hit rolls of 1 for friendly **FIRE ANGELS** units within 6" of Captain Tarnus Vale.

Mechanised Advance: All friendly **FIRE ANGELS VEHICLES** within 6" of Captain Tarnus Vale gain a 6+ invulnerable save.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, FIRE ANGELS**

KEYWORDS: **CHARACTER, INFANTRY, CAPTAIN, CAPTAIN TARNUS VALE**

10

LIAS ISSODON

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lias Issodon	**7"**	**2+**	**2+**	**4**	**4**	**6**	**4**	**9**	**2+**

Lias Issodon is a single model. He is equipped with Malice, Raptorclaw, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Malice	30"	Assault 3	5	-4	D3	Units do not gain the saving throw bonus for being in cover against attacks with this weapon.
Raptorclaw	Melee	Melee	User	-3	2	–
Bolt pistol	12"	Pistol 1	4	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Chapter Master: You can re-roll failed hit rolls for friendly **RAPTORS** units within 6" of Lias Issodon.

Stealth Modified Armour: You may add 2 to saving throws made for Lias Issodon instead of 1 when he has the benefits of cover.

Infiltrate, Isolate, Destroy: You can add +1" to all moves, including Advance, Charge and Fall back moves made by friendly **RAPTORS INFANTRY** units within 6" of Lias Issodon during the Movement phase and Charge phase.

Grim Hunter: After falling back, Lias Issodon may still shoot or Advance in the same turn, but may not charge.

Master of Ambush: During deployment, you can set up Lias Issodon and up to three friendly **RAPTORS INFANTRY** units (not including **TERMINATORS**, **CENTURIONS** or **PRIMARIS** units) in the shadows instead of placing them on the battlefield. At the end of any of your Movement phases, Lias Issodon and any accompanying units can reveal themselves on the battlefield – set them up anywhere on the battlefield that is more than 9" away from enemy models.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, RAPTORS**

KEYWORDS: **CHARACTER, INFANTRY, CHAPTER MASTER, LIAS ISSODON**

10

MALAKIM PHOROS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Malakim Phoros	**6"**	**2+**	**2+**	**4**	**4**	**6**	**5**	**9**	**2+**

Malakim Phoros is a single model. He is equipped with the Glaive of Lamentation, the Catechist, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Glaive of Lamentation	Melee	Melee	+3	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Catechist	12"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Lord of Ruin: You can re-roll failed wound rolls for friendly **LAMENTERS INFANTRY**, **DREADNOUGHT** or **BIKER** units within 6" of Malakim Phoros.

Iron Halo: Malakim Phoros has a 4+ invulnerable save.

Rage unto Death: Malakim Phoros may charge even if he Fell Back in the preceding Movement phase.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, LAMENTERS**

KEYWORDS: **CHARACTER, INFANTRY, CHAPTER MASTER, MALAKIM PHOROS**

CAPTAIN MORDACI BLAYLOCK

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mordaci Blaylock	5"	2+	2+	4	4	6	4	9	2+

Captain Mordaci Blaylock is a single model. He is equipped with a relic storm bolter and Foe Ripper. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Foe Ripper	Melee	Melee	x2	-4	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Relic storm bolter	24"	Rapid Fire 2	5	-2	1	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Rites of Battle: You can re-roll hit rolls of 1 for friendly **NOVAMARINES** units within 6" of Captain Mordaci Blaylock.

Iron Halo: Captain Mordaci Blaylock has a 4+ invulnerable save.

Hard as Stone: Each time any friendly **NOVAMARINES INFANTRY** within 6" of Captain Mordaci Blaylock suffers a wound, roll a D6; on the roll of a 6 the damage is ignored and that wound is not lost.

Teleport Strike: During deployment, you can set up Captain Mordaci Blaylock in the teleportarium of his warship instead of placing him on the battlefield. At the end of any of your Movement phases, Captain Mordaci Blaylock can teleport onto the battlefield – set him up anywhere on the battlefield that is more than 9" away from enemy models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, NOVAMARINES

KEYWORDS: CHARACTER, INFANTRY, CAPTAIN, TERMINATOR, CAPTAIN MORDACI BLAYLOCK

CAPTAIN PELLAS MIR'SAN

6

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pellas Mir'san	6"	2+	2+	4	4	6	4	9	2+

Captain Pellas Mir'san is a single model. He is equipped with *Cinder Edge* & *Steelsliver*, a combi-flamer, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cinder Edge	Melee	Melee	User	-3	D3	–
Steelsliver	Melee	Melee	User	0	1	After this model makes their normal close combat attacks, make an additional single attack with this weapon against each enemy model within 1".
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon:					
- Boltgun	24"	Rapid Fire 1	4	0	1	–
- Flamer	8"	Assault D6	4	0	1	This weapon hits its target automatically.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Iron Halo: Captain Pellas Mir'san has a 4+ invulnerable save.

Rites of Battle: You can re-roll hit rolls of 1 for friendly **SALAMANDERS** units within 6" of Captain Pellas Mir'san.

Master Duellist: Add 2 to Captain Pellas Mir'san's Attacks characteristics if he is within 1" of any enemy **CHARACTERS**.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SALAMANDERS

KEYWORDS: CHARACTER, INFANTRY, CAPTAIN, CAPTAIN PELLAS MIR'SAN

BRAY'ARTH ASHMANTLE

20 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Bray'arth Ashmantle	6"	2+	2+	8	9	8	4	9	2+

Bray'arth Ashmantle is a single model. He is equipped with two Dreadfire claws, each fitted with a Dreadfire heavy flamer. He may also unleash burning wrath on those about him. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dreadfire claw	Melee	Melee	x2	-4	D6	–
Dreadfire heavy flamer	8"	Heavy D6	6	-2	3	This weapon hits its target automatically.
Burning Wrath	2"	Pistol 2D6	4	0	1	This weapon hits its target automatically.

WARGEAR OPTIONS

- None.

ABILITIES

Wrought by Vulcan: Bray'arth Ashmantle has a 5+ invulnerable save. In addition, roll a D6 each time this model loses a wound; on a 4+ the damage is ignored and that wound is not lost.

Ancient beyond Measure: If your army is Battle-forged, then Bray'arth Ashmantle may only be your Warlord if no other HQ units are present.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds.

Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers. Until the controlling player's next Shooting phase, any enemy units targeting this unit subtract 1 from all hit rolls for Shooting attacks made against this unit.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SALAMANDERS

KEYWORDS: VEHICLE, CHARACTER, DREADNOUGHT, BRAY'ARTH ASHMANTLE

HARATH SHEN, MASTER APOTHECARY OF THE SALAMANDERS CHAPTER

4

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Harath Shen	6"	3+	3+	4	4	4	3	9	+

Harath Shen is a single model. He is equipped with a power sabre, Bloodfire, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Power sabre	Melee	Melee	User	-3	2	–
Bloodfire	When attacking with this weapon, choose one of the profiles below:					
- Standard	12"	Pistol 1	7	-3	1	–
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer suffers a single mortal wound.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Master of Chirurgery: At the end of any of your Movement phases, Harath Shen can attempt to heal or revive a single model. Select a friendly **SALAMANDERS INFANTRY** or **BIKER** unit within 3" of the Harath Shen. If that unit contains a wounded model, it immediately regains D3+1 lost wounds. If the chosen unit contains no wounded models but one or more of its models have been slain during the battle, roll a D6. On a 3+, a single slain model is returned to the unit with 1 wound remaining. If Harath Shen fails to revive a model, he can do nothing else for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium/Master of Chirurgery ability once in each turn.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SALAMANDERS

KEYWORDS: CHARACTER, INFANTRY, APOTHECARY, HARATH SHEN

AHAZRA REDTH

6 POWER

CHIEF LIBRARIAN OF THE MANTIS WARRIORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ahazra Redth	**6"**	**3+**	**3+**	**4**	**4**	**5**	**3**	**9**	**2+**

Ahazra Redth is a single model. He is equipped with a force tulwar, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Force tulwar	Melee	Melee	User	-3	2	–
Bolt pistol	12"	Pistol 1	4	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

The Talisman of Sundered Souls: Ahazra Redth has a 5+ invulnerable save and may ignore the effects of the first Perils of the Warp he suffers during the battle.

Psychic Hood: You can add 1 to any Deny the Witch tests you take for this model against enemy **PSYKERS** within 12".

PSYKER

This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny two psychic powers in each enemy Psychic phase. He knows the *Smite* psychic power and two psychic powers from the Librarius Discipline (see page 10 of *Warhammer 40,000 – Index: Imperium 1*).

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, MANTIS WARRIORS

KEYWORDS: CHARACTER, INFANTRY, LIBRARIAN, PSYKER, AHAZRA REDTH

HIGH CHAPLAIN THULSA KANE

9 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thulsa Kane	**6"**	**2+**	**2+**	**4**	**4**	**6**	**5**	**9**	**2+**

High Chaplain Thulsa Kane is a single model. He is equipped with the *Lifetaker*, a unique plasma pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lifetaker	Melee	Melee	+2	-3	2	Add 2 to the weapon's damage if the target is a **CHARACTER**.
Kane's plasma pistol	When attacking with this weapon, choose one of the profiles below:					
- Standard	12"	Pistol 2	7	-3	1	–
- Supercharge	12"	Pistol 2	8	-3	2	For each hit roll of 1, the bearer suffers a single mortal wound.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Rosarius: High Chaplain Thulsa Kane has a 4+ invulnerable save.

Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly **EXECUTIONERS** units within 6" of this model.

Spiritual Leader: All friendly **EXECUTIONERS** units within 6" of this model can use the High Chaplain's Leadership instead of their own.

Grehdalin's Bones: Your opponent must subtract 1 from hit rolls for attacks that target High Chaplain Thulsa Kane in the Fight phase.

The Ænigmata Ferrum: Each time you roll a hit roll of 6 in the Fight phase for a friendly **EXECUTIONERS** unit within 6" of High Chaplain Thulsa Kane, you can immediately make 1 additional attack for that model. These bonus attacks do not themselves generate additional attacks.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, EXECUTIONERS

KEYWORDS: CHARACTER, INFANTRY, CHAPLAIN, HIGH CHAPLAIN THULSA KANE

CAPTAIN SILAS ALBEREC

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Silas Alberec	6"	2+	2+	5	4	5	4	9	3+

Captain Silas Alberec is a single model. He is equipped with the *Hellslayer*, the Purgator, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hellslayer	Melee	Melee	x2	-3	D3	This weapon has a Damage characteristic of 3 if its target is a **PSYKER** or **DAEMON**.
Purgator	12"	Pistol 1	6	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Iron Halo: Captain Silas Alberec has a 4+ invulnerable save.

Rites of Battle: You can re-roll hit rolls of 1 for friendly **EXORCISTS** units within 6" of Captain Silas Alberec.

Hexagramtically Warded Armour: You may make a single Deny the Witch attempt in each enemy Psychic phase with Captain Silas Alberec as if he was a **PSYKER**.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, EXORCISTS

KEYWORDS: CHARACTER, INFANTRY, CAPTAIN, CAPTAIN SILAS ALBEREC

KNIGHT-CAPTAIN ELAM COURBRAY

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Elam Courbray	12"	2+	3+	4	4	5	4	9	3+

Knight-Captain Elam Courbray is a single model. He is equipped with the *Sword Excellus*, a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Sword Excellus	Melee	Melee	User	-2	D3	You can re-roll failed wound rolls with this weapon.
Bolt pistol	12"	Pistol 1	4	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Iron Halo: Knight-Captain Elam Courbray has a 4+ invulnerable save.

Rites of Battle: You can re-roll hit rolls of 1 for friendly **FIRE HAWKS** units within 6" of Knight-Captain Elam Courbray.

Martial Contempt: You must always direct Knight-Captain Elam Courbray's attacks against enemy **CHARACTERS** if any are within 1" (if more than one is present, you may choose which).

Teleport Strike: During deployment, you can set up Knight-Captain Elam Courbray in the teleportarium of his warship instead of placing him on the battlefield. At the end of any of your Movement phases, Knight-Captain Elam Courbray can teleport onto the battlefield – set him up anywhere on the battlefield that is more than 9" away from enemy models.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, FIRE HAWKS

KEYWORDS: CHARACTER, INFANTRY, CAPTAIN, JUMP PACK, FLY, KNIGHT-CAPTAIN ELAM COURBRAY

10

VAYLUND CAL

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vaylund Cal	5"	2+	2+	5	6	5	3	9	2+

Vaylund Cal is a single model. He is equipped with a servo harness (comprising two servo-arms, a masterwork plasma cutter and a flamer) and the Medusan Hammer. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Medusan Hammer	Melee	Melee	x2	-3	D3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 4+ the target suffers a mortal wound.
Flamer	8"	Assault D6	4	0	1	This weapon hits its target automatically.
Masterwork plasma cutter	When attacking with this weapon, choose one of the profiles below:					
- Standard	12"	Assault 1	7	-3	2	–
- Supercharge	12"	Assault 1	8	-3	3	On a hit roll of 1, the bearer suffers a single mortal wound.
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Blessing of the Omnissiah: At the end of your Movement phase, this model can repair a single **SONS OF MEDUSA VEHICLE** within 1". That model regains D3 lost wounds. A model can only be repaired once per turn.

Purge the Weak: You can re-roll failed hit rolls for friendly **SONS OF MEDUSA** units within 6" of Vaylund Cal.

Iron Halo: Vaylund Cal has a 4+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, SONS OF MEDUSA

KEYWORDS: CHARACTER, INFANTRY, TECHMARINE, CHAPTER MASTER, VAYLUND CAL

6 POWER

CAPTAIN ZHRUKHAL ANDROCLES

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Zhrukhal Androcles	6"	2+	2+	4	4	5	4	9	3+

Captain Zhrukhal Androcles is a single model. He is equipped with the *Stonefist*, a combi-melta, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Stonefist	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon:					
- Boltgun	24"	Rapid Fire 1	4	0	1	–
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

And They Shall Know No Fear: See *Warhammer 40,000 – Index Imperium 1*.

Rites of Battle: You can re-roll hit rolls of 1 for friendly **STAR PHANTOMS** units within 6" of Captain Zhrukhal Androcles.

Iron Halo: Captain Zhrukhal Androcles has a 4+ invulnerable save.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, STAR PHANTOMS

KEYWORDS: CHARACTER, INFANTRY, CAPTAIN, CAPTAIN ZHRUKHAL ANDROCLES

INQUISITOR-LORD HECTOR REX

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquisitor-Lord Hector Rex	**6"**	**3+**	**3+**	**4**	**3**	**5**	**3**	**9**	**2+**

Inquisitor-Lord Hector Rex is a single model. He is equipped with the sword *Arias*, a storm shield and a bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arias	Melee	Melee	User	-3	D3	If the target of this weapon is a **DAEMON**, it inflicts a single mortal wound on each successful hit in addition to its normal damage.
Bolt pistol	12"	Pistol 1	4	0	1	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

Authority of the Inquisition, Quarry: See *Warhammer 40,000 – Index Imperium 2*.

Psychic Hood: You can add 1 to any Deny the Witch tests you take for this model against enemy **PSYKERS** within 12".

Unquestionable Wisdom: All friendly **IMPERIUM** units within 6" of Inquisitor-Lord Hector Rex can use his Leadership characteristic instead of their own.

Storm Shield: This model has a 3+ invulnerable save.

Teleport Strike: During deployment, you can set up Inquisitor-Lord Hector Rex in the teleportarium of his warship instead of placing him on the battlefield. At the end of any of your Movement phases, Inquisitor-Lord Hector Rex can teleport onto the battlefield – set him up anywhere on the battlefield that is more than 9" away from enemy models.

PSYKER

This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny three psychic powers in each enemy Psychic phase. He knows the *Smite* psychic power and two psychic powers from the **TELETHESIA** Discipline (see page 117 of *Warhammer 40,000 – Index: Imperium 2*).

FACTION KEYWORDS: IMPERIUM, INQUISITION, ORDO MALLEUS

KEYWORDS: CHARACTER, INFANTRY, INQUISITOR, PSYKER, INQUISITOR-LORD HECTOR REX

INQUISTOR-LORD SOLOMON LOK

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquistor-Lord Solomon Lok	**6"**	**3+**	**3+**	**3**	**3**	**5**	**4**	**9**	**3+**

Inquistor-Lord Solomon Lok is a single model. He is equipped with the *Blade of Surety* and a psibolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blade of Surety	Melee	Melee	User	-3	2	–
Psibolt pistol	12"	Pistol 1	5	0	2	–
Frag grenade	6"	Grenade D6	3	0	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–

WARGEAR OPTIONS

- None.

ABILITIES

Authority of the Inquisition, Quarry: See *Warhammer 40,000 – Index Imperium 2*.

Tenacity: Roll a D6 each time this model loses a wound; on a 6+ the damage is ignored and that wound is not lost.

Unquestionable Wisdom: All friendly **IMPERIUM** units within 6" of Inquistor-Lord Solomon Lok can use his Leadership characteristic instead of their own.

FACTION KEYWORDS: IMPERIUM, INQUISITION, ORDO XENOS

KEYWORDS: CHARACTER, INFANTRY, INQUISITOR, INQUISITOR-LORD SOLOMON LOK

HECATON AIAKOS

15

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hecaton Aiakos	**9"**	*	*	**7**	**7**	**13**	*	**9**	**2+**

Hecaton Aiakos is a single model. He is equipped with a Dreadnought combat weapon and a heavy plasma cannon. Only one of this model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy plasma cannon	When attacking with this weapon, choose one of the profiles below:					
- Standard	36"	Heavy D3	7	-3	1	–
- Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's slots have been resolved.
Dreadnought combat weapon	Melee	Melee	x2	-3	3	–

ABILITIES

Augmented Atomantic Shielding: This model has a 4+ invulnerable save.

Relic of Ancient Glory: Roll a D6 each time this model loses a wound; on the roll of a 6 that damage is ignored and that wound is not lost.

Battlesworn Warrior: Hecaton Aiakos may not be chosen as an army's Warlord.

Groundstrike: After a successful charge, Hecaton Aiakos may immediately inflict D3 mortal wounds on a single unit that has at least one model within 1" of him.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 8" suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, MINOTAURS

KEYWORDS: CHARACTER, VEHICLE, DREADNOUGHT, RELIC, HECATON AIAKOS

DAMAGE

Some of Hecaton Aiakos' characteristics change as he suffers damage in battle, as shown below:

REMAINING W	WS	BS	A
8-13+	2+	2+	5
3-7	3+	3+	4
1-2	4+	4+	D3

APPENDICES

ADEPTUS ASTARTES POINTS VALUES

When playing games of *Warhammer 40,000* using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Space Marine units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

ADEPTUS ASTARTES BATTLE ARMOUR

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Land Raider Helios	1	252
Relic Land Raider Proteus	1	264
Land Raider Achilles	1	270
Land Raider Prometheus	1	290
Deimos Relic Predator	1	105
Infernum Pattern Razorback	1	65
Deimos Vindicator Laser Destroyer	1	183
Relic Sicaran	1	155
Relic Sicaran Venator	1	245
Relic Sicaran Punisher	1	175

ADEPTUS ASTARTES HEAVY ARMOUR

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Relic Fellblade Super-heavy Tank	1	540
Relic Falchion Super-heavy Tank	1	640
Relic Typhon Heavy Siege Tank	1	520
Relic Cerberus Heavy Tank Destroyer	1	480
Relic Spartan Assault Tank	1	320
Relic Mastodon Super-heavy Transport	1	734

ADEPTUS ASTARTES DREADNOUGHTS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Chaplain Venerable Dreadnought	1	120
Siege Dreadnought	1	100
Mortis Dreadnought	1	75
Relic Contemptor Dreadnought	1	135
Contemptor Mortis Dreadnought	1	106
Relic Leviathan Dreadnought	1	175
Relic Deredeo Dreadnought	1	135

ADEPTUS ASTARTES STRIKE CRAFT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Land Speeder Tempest	1-3	109
Relic Javelin Attack Speeder	1	103
Thunderhawk Gunship	1	650
Thunderhawk Transporter	1	420
Sokar Pattern Stormbird	1	651
Storm Eagle Assault Gunship	1	210
Storm Eagle Assault Gunship – ROC Pattern	1	253
Fire Raptor Gunship	1	250
Caestus Assault Ram	1	220
Xiphon Interceptor	1	80

ADEPTUS ASTARTES BATTLEFIELD SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Whirlwind Hyperios	1	90
Relic Whirlwind Scorpius	1	175
Lucius Dreadnought Drop Pod	1	120
Deathstorm Drop Pod	1	160
Damocles Command Rhino	1	120
Tarantula Sentry Gun	1-3	10
Rapier Weapons Battery Carrier	1	20
Space Marine Gunners	*	10
Tarantula Air Defence Battery	1-3	60
Castellum Stronghold	1	550

**Each Rapier must be accompanied by two Space Marine Gunners.*

IMPERIAL ARMOUR CHARACTER APPENDIX

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Inquisitor-Lord Hector Rex*	1	100
Inquisitor-Lord Solomon Lok*	1	65
Lord High Commander Carab Culln*	1	200
Magister Sevrin Loth*	1	140
Tyberos the Red Wake*	1	205
Chaplain Dreadnought Titus*	1	170
Lieutenant-commander Anton Narveaz*	1	115
Captain Tarnus Vale*	1	120
Lias Issodon*	1	195
Malakim Phoros*	1	205
Captain Mordacai Blaylock*	1	135
Captain Pellas Mir'san*	1	130
Bray'arth Ashmantle*	1	400
Harath Shen*	1	75
Chief Librarian Ahazra Redth*	1	115
High Chaplain Thulsa Kane*	1	190
Lord Asterion Moloc*	1	200
Captain Corien Sumatris*	1	145
Captain Silas Alberec*	1	115
Arch-centurion Carnac Commodus*	1	85
Knight-Captain Elam Courbray*	1	120
Lugft Huron*	1	215
Armenneus Valthex*	1	140
Chaplain Ivanus Enkomi*	1	95
Vaylund Cal*	1	167
Captain Zhrukhal Androcles*	1	110
Hecaton Aiakos*	1	220

**There may only be a single unit of this type in any given army.*

ADEPTUS ASTARTES RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Storm bolter	2
Hunter-killer missile	6
Twin lascannon	50
Twin heavy bolter	17
Twin heavy flamer	34
Twin autocannon	33
Assault cannon	21
Predator autocannon	49
Lascannon	25
Heavy bolter	10
Heavy flamer	17
Multi-melta	27
Twin multi-melta	54
Meltagun	17
Kheres assault cannon	25
Typhoon missile launcher	50
Bolt pistol	0
Frag grenade	0
Krak grenade	0
Twin assault cannon	35
Whirlwind castellan launcher	25
Castellum air defence missiles	18
Castellum battle cannon	55
Flamer	9
Combi-flamer	11
Combi-melta	19
Icarus quad lascannon	80
Demolisher cannon	0
Aiolos missile launcher	30
Air defence missiles	0
Anvillus autocannon battery	50
Arachnus heavy lascannon battery	75
Artificer flamer	0
Black Spear lasbeam	0
Bloodfire	0
Burning Wrath	0
Castellum battle cannon	50
Catechist	0
C-beam cannon	30
Heavy plasma cannon	30
Cyclonic melta lance	75
Deathstorm cannon array	0
Deathstorm missile array	0
Dreadfire heavy flamer	0
Dreadhammer siege cannon	0
Dreadnought inferno cannon	35
Fellblade accelerator cannon	0
Firefury missile battery	0

Grav-flux bombard	50
Graviton blaster	15
Grenade discharger	0
Heavy neutron pulse array	0
Helios launcher	0
Hellfire plasma carronade	40
Hellstrike battery	60
Hyperios launcher	30
Infernus cannon	45
Judgement	0
Kane's plasma pistol	0
Laser destroyer	60
Laser volley cannon	0
Magna-melta cannon	70
Malice	0
Masterwork plasma cutter	0
Missile launcher	25
Neutron pulse cannon	0
Phased conversion beamer	0
Plasma blastgun	21
Plasma charger	0
Plasma destroyer	52
Punisher rotary cannon	50
Purgator	0
Quad heavy bolter	36
Quad lascannon	80
Quad launcher	45
Relic storm bolter	0
ROC missile launcher	0
Scorpius multi-launcher	40
Siege melta array	0
Skyreaper battery	42
Spectre pattern bolter	0
Storm cannon array	50
Tempest salvo launcher	10
Thunderhawk heavy cannon	0
Thundershock	0
Turbo-laser destructor	0
Twin accelerator autocannon	75
Twin avenger bolt cannon	0
Twin hellstrike launcher	48
Twin magna-melta	120
Twin volcano cannon	0
Vengeance launcher	25
Xiphon missile battery	30

ADEPTUS ASTARTES MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Seismic hammer	48
Dreadnought combat weapon	40
Power fist	20
Servo arm	12
Angel's Teeth	0
Blood Biter	0
Crushing tracks	0
Caestus ram	0
Cinder Edge	0
Crozius Arkanos	0
Dreadfire claw	0
Dreadnought chainfist	46
Foe Ripper	0
Force tulwar	0
Glaive of lamentation	0
Goldenfang	0
Hellslayer	0
Hunger	0
Indynabula array	0
Leviathan siege claw	55
Leviathan siege drill	65
Medusan hammer	0
Power sabre	0
Raptorclaw	0
Slake	0
Steelsliver	0
Stonefist	0
Black Spear	0
Blade of the Scorpion	0
Ghost Razors	0
Lifetaker	0
Magister's Axe	0
The Sword Excellus	0
Voidshard power blade	0

ADEPTUS ASTARTES AUXILIARY EQUIPMENT

WEAPON	POINTS PER ITEM
Atomantic pavaise	35

GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE POINTS VALUES

When playing games of *Warhammer 40,000* using the matched play rules, or any other game using a points limit, the following list should be used to determine the points cost of any Grey Knights, Inquisition and Sister of Battle units included in the army. Simply add together the points cost of all models and items of wargear included in the army to determine its total points value.

WAR MACHINES OF THE GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE

UNIT	MODELS PER UNIT	POINTS PER MODEL
Vortimer pattern Land Raider Redeemer	1	255
Vortimer pattern Razorback	1	65
Doomglaive Dreadnought	1	116
Thunderhawk Assault Gunship	1	650
Inquisition Land Raider Prometheus	1	290
Sororitas Repressor	1	71

GREY KNIGHTS & INQUISITION RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Psi-bolt pistol	0
Twin psycannon	28
Heavy psycannon	30
Incinerator	14
Hunter-killer missile	6
Storm bolter	2
Flamestorm cannon	30
Multi-melta	27
Twin heavy bolter	17
Hellstrike battery	60
Lascannon	25
Thunderhawk heavy cannon	0
Turbo-laser destructor	0
Quad heavy bolter	36
Frag grenades	0
Krak grenades	0

SISTERS OF BATTLE RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Storm bolter	2
Heavy flamer	17
Hunter-killer missile	6

GREY KNIGHTS & INQUISITION MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Arias	0
Blade of Surety	0
Dozer Ram	0
Nemesis Doomglaive	20

SISTERS OF BATTLE MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Dozer ram	0

ADEPTUS ASTARTES WARGEAR

ADEPTUS ASTARTES RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aiolos missile launcher	60"	Heavy 2D3	6	-1	1	–
Air defence missiles	48"	Heavy D3	8	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Anvillus autocannon battery	36"	Heavy 8	8	-1	2	–
Arachnus heavy lascannon battery	48"	Heavy 2	10	-4	D6	When attacking with this weapon, if at least one dice roll when determining Damage is inflicted is a natural '6' then a mortal wound is inflicted in addition to other damage.
Artificer flamer	8"	Assault D6	5	-1	D3	This weapon hits its target automatically.
Assault cannon	24"	Heavy 6	6	-1	1	–
Black Spear lasbeam	12"	Assault 1	8	-2	D3	–
Bloodfire	When attacking with this weapon, choose one of the profiles below:					
- Standard	12"	Pistol 1	7	-3	1	–
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer suffers a single mortal wound.
Bolt pistol	12"	Pistol 1	4	0	1	–
Burning Wrath	2"	Pistol 2D6	4	0	1	This weapon hits its target automatically.
C-beam cannon	72"	Heavy 1	6	-3	D3	This weapon may not be fired on any turn in which the model carrying it has moved. In addition, for each 24" between the bearer and the target, increase the Strength by +2 and the Damage by +D3. If a model is removed from play as a casualty due to wounds caused by this weapon, then the target unit suffers 2D6 additional hits at Strength 6, AP 0, causing 1 Damage. These additional hits do not trigger further hits themselves.
Castellum air defence missiles	48"	Heavy D3	8	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets. This weapon can target units not visible to the firing model.
Castellum battle cannon	72"	Heavy D6	8	-2	D3	–
Catechist	12"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon:					
- Boltgun	24"	Rapid Fire 1	4	0	1	–
- Flamer	8"	Assault D6	4	0	1	This weapon hits its target automatically.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon:					
- Boltgun	24"	Rapid Fire 1	4	0	1	–
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Cyclonic melta lance	18"	Heavy 2D3	9	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Deathstorm cannon array	12"	Heavy 6	6	-1	1	When fired, this weapon makes one full Shooting attack against each enemy unit within range, except **CHARACTERS**. A unit consisting entirely of **CHARACTERS** may only be attacked if it is the closest enemy unit to the Deathstorm Drop Pod when the attack is declared.
Deathstorm missile array	18"	Heavy 2	8	-2	D3	When fired, this weapon makes one full Shooting attack against each enemy unit within range, except **CHARACTERS**. A unit consisting entirely of **CHARACTERS** may only be attacked if it is the closest enemy unit to the Deathstorm Drop Pod when the attack is declared.
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.

WEAPON	RANGE	TYPE	S	AP	
Dreadfire heavy flamer	8"	Heavy D6	6	-2	3	This weapon hits its target automatically.
Dreadhammer siege cannon	24"	Heavy 2D6	10	-5	3	If the Relic Typhon does not move in the Movement phase, then the range of this weapon is increased to 48" for the duration of the current turn.
Dreadnought inferno cannon	8"	Heavy D6	6	-1	2	This weapon hits its target automatically.
Fellblade accelerator cannon	When firing this weapon, select one of the two profiles below:					
- HE shells	100"	Heavy 2D6	8	-3	2	When attacking units with 5 or more models, the dice rolled to decide the number of shots fired may be re-rolled.
- AE shells	100"	Heavy 2	14	-4	6	–
Firefury missile battery	72"	Heavy 4	6	-1	1	–
Flamer	8"	Assault D6	4	0	1	This weapon hits its target automatically.
Frag grenade	6"	Grenade D6	3	0	1	–
Grav-flux bombard	18"	Heavy D3	9	-5	2	If the target model is a **MONSTER**, **VEHICLE** or **TITANIC** then the amount of Damage suffered from successful attacks becomes 5 per hit. For every five models in the target unit, add D3 to the number of attacks made by this weapon.
Graviton blaster	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
Grenade discharger	When attacking with this weapon, choose one of the profiles below:					
- Frag grenade	12"	Grenade D6	3	0	1	–
- Krak grenade	12"	Grenade 1	6	-1	D3	–
Heavy bolter	36"	Heavy 3	5	-1	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Heavy neutron pulse array	72"	Heavy 3	14	-4	4+D6	Any **VEHICLE** which suffers wounds from this weapon but is not slain subtracts 1 from its Shooting hit rolls until the end of its controlling player's next Shooting phase.
Heavy plasma cannon	When attacking with this weapon, choose one of the profiles below:					
– Standard	36"	Heavy D3	7	-3	1	–
– Supercharge	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.
Helios launcher	72"	Heavy 2D6	7	-1	1	This weapon can target units that are not visible to the bearer.
Hellfire plasma carronade	24"	Heavy 4	8	-3	3	For each hit roll of a 1, the bearer suffers one single mortal wound after all of the weapon's shots have been resolved.
Hellstrike battery	72"	Heavy 4	8	-3	3	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per game.
Hyperios launcher	72"	Heavy 2D3	8	-2	D3	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets. This weapon can target units not visible to the firing model.
Icarus quad lascannon	96"	Heavy 4	9	-3	D6	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Infernus cannon	8"	Heavy 2D6	5	-1	2	This weapon hits its target automatically.
Judgement	24"	Rapid Fire 2	4	-2	2	–
Kane's plasma pistol	When attacking with this weapon, choose one of the profiles below:					
- Standard	12"	Pistol 2	7	-3	1	–
- Supercharge	12"	Pistol 2	8	-3	2	For each hit roll of 1, the bearer suffers a single mortal wound.
Kheres assault cannon	24"	Heavy 6	7	-1	1	–
Krak grenade	6"	Grenade 1	6	-1	D3	–
Lascannon	48"	Heavy 1	9	-3	D6	–
Laser destroyer	36"	Heavy 1	12	-4	D6	If this weapon successfully inflicts damage, roll an additional D6. On a result of a '3-5', the weapon's damage is increased to 2D6. On a result of a '6', the weapon's damage is increased to 3D6.
Laser volley cannon	When firing this weapon, choose one of the following profiles:					
- Volley fire	36"	Heavy 2	9	-3	3	–
- Overcharge fire	36"	Heavy 2	10	-5	6	If any hit rolls made for this weapon result in one or more results of a '1', the firing vehicle suffers 3 mortal wounds.

Magna-melta cannon	24"	Heavy D3	10	-4	D6	If the target of an attack by this weapon is within half range, roll an additional dice when inflicting damage and discard the lowest result.
Malice	30"	Assault 3	5	-4	D3	Units do not gain the saving throw bonus for being in cover against attacks with this weapon.
Masterwork plasma cutter	When attacking with this weapon, choose one of the profiles below:					
- Standard	12"	Assault 1	7	-3	2	–
- Supercharge	12"	Assault 1	8	-3	3	On a hit roll of 1, the bearer suffers a single mortal wound.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	When attacking with this weapon, choose one of the profiles below:					
- Frag missile	48"	Heavy D6	4	0	1	–
- Krak missile	48"	Heavy 1	8	-2	D6	–
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Neutron pulse cannon	48"	Heavy 3	12	-4	D6	Any **VEHICLE** which suffers wounds from this weapon but is not slain must subtract 1 from its hit rolls in the Shooting phase until the end of its controlling player's next turn.
Phased conversion beamer	42"	Assault 2	6	0	1	Attacks from the phased conversion beamer that target enemies at over half its range are resolved at Strength 8, AP -1 and Damage 2.
Plasma blastgun	When attacking with this weapon, choose one of the profiles below:					
- Standard	18"	Assault 2	7	-3	1	–
- Supercharge	18"	Assault 2	8	-3	2	For each hit roll of 1, the bearer suffers a single mortal wound.
Plasma charger	When attacking with this weapon, choose one of the profiles below:					
- Standard	8"	Pistol 3	6	-3	1	–
- Supercharge	8"	Pistol 3	7	-3	2	For each hit roll of 1, the bearer takes a single mortal wound.
Plasma destroyer	36"	Heavy 2D3	7	-3	2	–
Predator autocannon	48"	Heavy 2D3	7	-1	3	–
Punisher rotary cannon	36"	Heavy 18	5	-1	1	–
Purgator	12"	Pistol 1	6	0	1	–
Quad heavy bolter	36"	Heavy 12	5	-1	1	–
Quad lascannon	48"	Heavy 4	9	-3	D6	–
Quad launcher	When firing this weapon, select one of the two profiles below:					
- Shatter shells	24"	Heavy 4	8	-2	3	–
- Thunderfire shells	60"	Heavy 4D3	5	0	1	This weapon can target units not visible to the firing model.
Relic storm bolter	24"	Rapid Fire 2	5	-2	1	–
ROC missile launcher	48"	Heavy 8	8	-2	2	–
Scorpius multi-launcher	48"	Heavy 3D3	6	-2	2	This weapon can target units not visible to the firing model.
Siege melta array	12"	Heavy 4D3	9	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Skyreaper battery	48"	Heavy 8	7	-1	5	Add 1 to all hit rolls made for this weapon against targets that can **FLY**. Subtract 1 from the hit rolls made for this weapon against all other targets.
Spectre pattern bolter	12"	Pistol 2	4	0	1	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Storm cannon array	24"	Heavy 10	7	-2	2	–
Tempest salvo launcher	36"	Heavy D3	6	-3	2	–
Thunderhawk heavy cannon	48"	Heavy 2D6	8	-2	D6	–
Thundershock	24"	Assault D3	7	-2	1	–
Turbo-laser destructor	96"	Heavy D3	16	-4	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Twin accelerator autocannon	48"	Assault 8	7	-1	2	Attacks made with this weapon suffer no penalty to its hit roll when targeting units with the **FLY** keyword. In addition, every wound roll of 6+ made with this weapon increases the AP of that individual wound to -3.

Twin assault cannon	24"	Heavy 12	6	-1	1	–
Twin autocannon	48"	Heavy 4	7	-1	2	–
Twin avenger bolt cannon	36"	Heavy 10	6	-2	2	–
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	This weapon hits its target automatically.
Twin hellstrike launcher	72"	Heavy 2	8	-3	3	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Twin magna-melta	24"	Heavy 2D3	10	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin volcano cannon	120"	Heavy 2D6	16	-5	2D6	You can re-roll failed wound rolls when targeting **TITANIC** models with this weapon.
Typhoon missile launcher	When attacking with this weapon, choose one of the profiles below:					
- Frag missile	48"	Heavy 2D6	4	0	1	–
- Krak missile	48"	Heavy 2	8	-2	D6	–
Vengeance launcher	48"	Heavy 2D6	5	-1	1	–
Whirlwind Castellan launcher	72"	Heavy 2D6	6	0	1	This weapon can target units not visible to the firing model.
Xiphon missile battery	60"	Heavy 3	6	-2	3	–

ADEPTUS ASTARTES MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Angel's Teeth	Melee	Melee	+1	-2	2	–
Black Spear	Melee	Melee	+2	-3	3	If the target is a **CHARACTER**, you may make an additional attack with this weapon.
Blade of the Scorpion	Melee	Melee	+1	-3	D3	This weapon has Strength x2 when targeting a **MONSTER** or a **VEHICLE**.
Blood Biter	Melee	Melee	+1	-1	2	For each wound roll of 6+, if the target unit is **INFANTRY**, this weapon inflicts a mortal wound in addition to any other damage.
Caestus ram	Melee	Melee	User	-3	D6	Add 3 to all hit rolls made with this weapon when targeting **BUILDINGS** if the Caestus Assault Ram charged this turn.
Cinder Edge	Melee	Melee	User	-3	D3	–
Crozius Arkanos	Melee	Melee	+1	-1	2	–
Crushing tracks	Melee	Melee	User	-2	D3	–
Dreadfire claw	Melee	Melee	x2	-4	D6	–
Dreadnought combat weapon	Melee	Melee	x2	-3	3	–
Dreadnought chainfist	Melee	Melee	x2	-4	4	–
Foe Ripper	Melee	Melee	x2	-4	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Force tulwar	Melee	Melee	User	-3	2	–
Ghost Razors	Melee	Melee	+1	-5	D3	Successful invulnerable saves made against this weapon must be re-rolled.
Glaive of Lamentation	Melee	Melee	+3	-4	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Goldenfang	Melee	Melee	User	-3	2	Corien Sumatris can make an additional D3 attacks with this weapon if he charged this turn.

Hellslayer	Melee	Melee	x2	-3	D3	This weapon has a Damage characteristic of 3 if its target is a **PSYKER** or **DAEMON**.
Hunger	Melee	Melee	x2	-4	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Indynabula array	Melee	Melee	User	-1	1	If at least three enemy models are within 1" of Armenneus Valthex when it is his turn to fight in the Fight phase, he makes an additional D3 attacks with this weapon.
Leviathan siege claw	Melee	Melee	x2	-3	3	Re-roll failed wound rolls against **INFANTRY**.
Leviathan siege drill	Melee	Melee	x2	-4	4	–
Lifetaker	Melee	Melee	+2	-3	2	Add 2 to the weapon's damage if the target is a **CHARACTER**.
Magister's axe	Melee	Melee	+2	-2	D3	This weapon has a Damage of 3 if its target is a **PSYKER**.
Medusan Hammer	Melee	Melee	x2	-3	D3	If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 4+ the target suffers a mortal wound.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sabre	Melee	Melee	User	-3	2	–
Raptorclaw	Melee	Melee	User	-3	2	–
Seismic hammer	Melee	Melee	x2	-4	5	When attacking with this weapon, you must subtract 1 from the hit roll.
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.
Slake	Melee	Melee	User	-3	2	You can re-roll failed wound rolls for this weapon.
Steelsliver	Melee	Melee	User	0	1	After this model makes their normal close combat attacks, make an additional single attack with this weapon against each enemy model within 1".
Stonefist	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
The Sword Excellus	Melee	Melee	User	-2	D3	You can re-roll failed wound rolls with this weapon.
Voidshard power blade	Melee	Melee	User	-3	1	Any wound rolls of 6+ made for this weapon cause a single mortal wound instead of the normal damage.

GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE WARGEAR

GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon hits its target automatically.
Frag grenade	6"	Grenade D6	3	0	1	–
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon hits its target automatically.
Heavy psycannon	24"	Heavy 6	7	-1	2	–
Hellstrike battery	72"	Heavy 4	8	-3	3	–
Hunter-killer missile	48"	Heavy 1	8	-2	D6	A model can only fire each of its hunter-killer missiles once per battle.
Incinerator	8"	Assault D6	6	-1	1	This weapon hits its target automatically.
Krak grenade	6"	Grenade 1	6	-1	D3	–
Lascannon	48"	Heavy 1	9	-3	D6	–
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Psibolt pistol	12"	Pistol 1	5	0	2	–
Quad heavy bolter	36"	Heavy 12	5	-1	1	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Thunderhawk heavy cannon	48"	Heavy 2D6	8	-2	D6	–
Turbo-laser destructor	96"	Heavy D3	16	-4	2D6	Any wound roll of a 6 made with this attack automatically inflicts an additional D3 mortal wounds on the target.
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin psycannon	24"	Heavy 8	7	-1	1	–

GREY KNIGHTS, INQUISITION & SISTERS OF BATTLE MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Arias	Melee	Melee	User	-3	D3	If the target of this weapon is a **DAEMON**, it inflicts a single mortal wound on each successful hit in addition to its normal damage.
Blade of Surety	Melee	Melee	User	-3	2	–
Dozer ram	Melee	Melee	User	-1	1	Against **INFANTRY** units make three hit rolls for each attack rather than one if the Sororitas Repressor has successfully completed a charge this turn.
Nemesis doomglaive	Melee	Melee	+3	-3	D6	–

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